

STAR WARS®

ROLEPLAYING GAME

HERO'S GUIDE



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This book makes use of rules from various other Wizards of the Coast roleplaying products, including the *DUNGEONS & DRAGONS Player's Handbook*, *Sword and Fist*; *The Psionics Handbook*; the *FORGOTTEN REALMS Campaign Setting*; *Song and Silence*; *Starships of the Galaxy*; *d20 Modern Roleplaying Game*; and *Star Wars Gamer* magazine ("The Sharpshooter," by Gary M. Sarli and "The Slicer," by Patrick McLaughlin).

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INTRODUCTION 5

CHAPTER ONE: CHARACTER CREATION 6

Vital Reminder: Rule Zero	7
Assigning Ability Scores	7
Choosing Dramatic Hooks	8
Saga, Depth, and Emotion	8
Other Options	11

CHAPTER TWO: CHARACTER ARCHETYPES 12

Demagogue	13
Imperial Officer	15
Information Broker	17
Jedi Wanderer	18
Outlaw Tech	20
Prowler	22
Rebel Officer	23
Scrounger	25
Shipjacker	27
Spirit Adept	29
Urban Adept	30

CHAPTER THREE: SKILLS AND FEATS 32

Old Skills, New Tricks	33
Bluff (Cha)	33
Climb (Str)	34
Computer Use (Int)	34
Craft (Int)	35
Disguise (Cha)	35
Escape Artist (Dex)	36
Gather Information (Cha)	36
Handle Animal (Cha)	36
Hide (Dex)	36
Intimidate (Cha)	37
Listen (Wis)	37
Move Object (Int)	37
Sense Motive (Wis)	37
Sleight of Hand (Dex)	38
Telepathy (Wis)	38
Treat Injury (Wis)	38
New Feats	38
Agile Riposte	38
Aristocrat's Honor	39
Armor Familiarity	39
Artistic	39
Blasterslinger	39
Card Shark	39
Climate Specialization	39
Combat Veteran	39
Consular's Guidance	39
Contact	40
Cosmopolitan	40

Cybernetic Surgery	40
Dark Power (Force Feat)	40
Defensive Throw	40
Diplomatic Immunity	40
Dual Strike	41
Extended Rage	41
Extra Lucky	41
Guardian's Guidance	41
Gun Crew Chief	41
Impersonator	41
Improved Effort	41
Improved Feint	41
Improved Grapple	42
Improved Overrun	42
Improvisational Fighting	42
Inventor	42
Kinetic Combat (Force Feat)	42
Kinetic Might (Force Feat)	43
Kit-Bashing	43
Lesser Blindsight	43
Lithe	43
Merchant Trader	43
Mounted Combat	44
Off-Hand Parry	44
Peacemaker (Force Feat)	44
Perfect Memory	44
Political Pull	44
Powerful Presence (Force Feat)	44
Primal Sympathy (Force Feat)	45
Ranged Disarm	45
Redirect Attack	45
Resist Poison	45
Ride-By Attack	45
Rogue Heritage	45
Self-Sufficient	45
Shadow	45
Shady Merchant	45
Skeptical	46
Spellcaster (Force Feat)	46
Spirited Charge	46
Street Smart	46
Stunning Strike	46
Superior Expertise	46
Surefooted	47
Technical Wizard	47
Trade Route Familiarity	47
Unbalance Opponent	47
Up the Walls (Force Feat)	47
Weapon Specialization	47
Worldwise	47
Martial Arts Feats	47
Using Martial Arts Feats	48
Echani	48
Echani Expertise	48
Echani Mastery	48
K'tara	48
K'tara Expertise	49

K'tara Mastery	49
K'thri	49
K'thri Expertise	49
K'thri Mastery	49
Stava	49
Stava Expertise	49
Stava Mastery	50
Teräs Käsi	50
Teräs Käsi Expertise	50
Teräs Käsi Mastery	50
Wrruushi	50
Wrruushi Expertise	51
Wrruushi Mastery	51
Lightsaber Form Feats	51
Using Lightsaber Form Feats	52
Form I Mastery (Force Feat)	53
Form II Mastery (Force Feat)	53
Form III Mastery (Force Feat)	53
Form IV Mastery (Force Feat)	53
Form V Mastery (Force Feat)	53
Form VI Mastery (Force Feat)	53
Form VII Mastery (Force Feat)	53

CHAPTER FOUR: PRESTIGE CLASSES 54

Chief Engineer	55
Infiltrator	57
Loyal Protector	59
Martial Arts Master	61
Master Duelist	63
Outlaw Slicer	64
Priest	66
Sharpshooter	68
Treasure Hunter	70

CHAPTER FIVE: FACTIONS 72

Sympathy	73
Gaining Sympathy	73
Joining a Faction	75
Antarian Rangers	75
Antarian Ranger Sympathy	77
Joining	77
Faction Feats	77
Field Guide	77
Jedi Petitioner	77
Antarian Ranger Prestige Class	78
The Black Sun Criminal Syndicate	79
Black Sun Sympathy	79
Joining	79
Faction Feats	80
Underworld Connections	80
Black Sun Enforcer Prestige Class	80
Black Sun Vigo Prestige Class	81
The Bothan Spynet	83
Bothan Spynet Sympathy	84
Joining	84



Faction Feats	84
False Identity	84
Information Debt	84
Master Spy Prestige Class	85
Bounty Hunters' Guild	86
Bounty Hunters' Guild Sympathy	86
Joining	86
Faction Feats	87
Contract Hunter	87
Confederacy of Independent Systems	87
Confederacy Sympathy	88
Joining	88
Faction Feats	88
Favored Customer	88
Corellian Security Force	88
Corellian Security Force Sympathy	89
Joining	89
Faction Feats	90
Criminal Investigation	90
CorSec Officer Prestige Class	90
The Corporate Sector	91
Corporate Sector Sympathy	92
Joining	92
Faction Feats	93
Corporate Credit Line	93
Premier Credit Line	93
Corporate Troubleshooter	
Prestige Class	93
The Galactic Empire	94
Imperial Sympathy	95
Joining	95
Faction Feats	96
Flight Academy Training	96
Imperial Command Training	96
ISB Special Agent Prestige Class	96
The Hutt Criminal Syndicate	98
Hutt Sympathy	98
Joining	98
Faction Feats	98
Hutt Favor	98
Piece of the Action	98
Crime Broker Prestige Class	99
The Mistryl Shadow Guards	100
Mistryl Sympathy	100
Joining	101
Faction Feats	102
Heart of Vengeance	102
Mistryl Shadow Guard Prestige Class	102
Noble Houses	103
Core World Nobles	103
Hapes Cluster Nobles	104
Tapani Sector Nobles	104
Noble House Sympathy	104
Joining	104
Faction Feats	105
Untouchable	105

Lord of the Expanse Prestige Class	105
Peace Brigade	106
Peace Brigade Sympathy	107
Joining	107
Faction Feats	107
Biotech Familiarity	107
Jedi Hunter	107
The Rebel Alliance	108
Rebel Alliance Sympathy	108
Joining	109
Faction Feats	109
Rebel Training	109
Rebel Organizer Prestige Class	109
Sienar Fleet Systems	110
Sienar Fleet Systems Sympathy	111
Joining	111
Faction Feats	112
Sienar Service Contract	112
Starship Power Override	112
Sienar Engineer Prestige Class	112
Other Factions	113
The Jedi	113
The Republic	114
The Sith	114
The Yuuzhan Vong	114
Other Time Periods	114
The Rise of the Empire	114
The New Republic	115
The New Jedi Order	115
Creating New Factions	115

CHAPTER SIX: EQUIPMENT 116

Starting Credits for	
Higher-Level Characters	117
Character Loans	117
Getting a Loan	118
Defaulting on a Loan	118
Communications Systems	119
Communication Devices	119
Com Codes	120
Local Communications	120
Interstellar Communications	121
New Equipment	122
Weapons and Military Hardware	122
Computers	124
Cybernetics	125
Cybernetic Technology	125
Disabling Injuries	126
Installing Cybernetics	127
Cybernetics and Ion Weapons	128
Cybernetics and the Force	128
Cybernetic Equipment	128

CHAPTER SEVEN: COMBAT 132

New Combat Actions	133
--------------------	-----

Aiming	133
Suppression Fire	134
Pulling a Blow	134
Ion Weapons	135
Burst of Speed in Action	135
Lightsaber Deflection	135
Throwing Lightsabers	135
Clarifying Flanking	136

CHAPTER EIGHT: THE FORCE 138

New Force Techniques	139
Alternative Force Traditions	140
Baran Do Sages	140
Baran Do Philosophy	141
Force Tradition	141
Force Tradition Feats	142
Enhanced Danger Sense	142
Weather Sense	142
Baran Do Sage Prestige Class	142
Matukai	143
Matukai Philosophy	144
Force Tradition	144
Force Tradition Feats	145
Body Adjustment	145
Matukai Adept Prestige Class	145
Zeison Sha	146
Zeison Sha Philosophy	147
Force Tradition	147
Force Tradition Feats	148
Force Shield	148
Recover Weapon	148
Zeison Sha Warrior Prestige Class	148
Creating New Force Traditions	149
Force Spirits	150

CHAPTER NINE: DROIDS 152

Droids as Henchmen	153
The Drawbacks	154
Training Remotes	154
Droid Feats	155
Advanced Martial Programming	155
Chassis Compatibility	155
Defensive Martial Programming	156
Finely Tuned	156
Improved Martial Programming	156
Martial Programming	156
Persistent Personality	156
Droid Prestige Classes	156
Espionage Droid	157
Berserker Droid	158

Introduction

Welcome to the *Star Wars Roleplaying Game Hero's Guide*. This book is intended to become the ultimate "player's friend" for *Star Wars* campaigns. In these pages you can find rules for every stage of your hero's development, from the initial planning to the last session, and from the very first die roll to the very last. Gamemasters will find plenty of useful material here, as well; after all, if the heroes have access to new options, so should the villains. But this book is designed *primarily* for the players.

Many of the ideas in this book came from suggestions made by players and GMs in the designers' own games, around the Wizards of the Coast offices, and perhaps more than any place else, from message boards on the Internet. The designers paid special attention to message boards where players and GMs express their opinions about the existing rules, and what they'd like to see changed or added.

Of course, no two play groups can ever completely agree on what works and what doesn't, what's needed and what's not. These differences arise from the many styles of play, born out of varying roleplaying interests. Some players—the min-maxers or power gamers—are ultimately concerned only with options that make their heroes tougher and more capable. Tacticians enjoy laying down careful strategies and executing them with precision efficiency. Some players appreciate the "role" part of roleplaying, and focus on exploring their characters' motivations and responses with as little interference from dice-intensive activities such as combat as possible. Other players create essentially the same character every single time, no matter what the setting or game system. They're mostly concerned with modifying the system to make that character fit their mental pictures. And finally, casual players often game simply to enjoy the company of the other players.

There is absolutely nothing wrong with any of these types of players. None of them is "more correct" than any other for a *Star Wars* campaign. As long as everyone has fun playing the game, it's a successful game. In that same vein, this book offers rules and rules variants aimed at reaching

all types of players—giving each of you the *Star Wars* experience the way you want it.

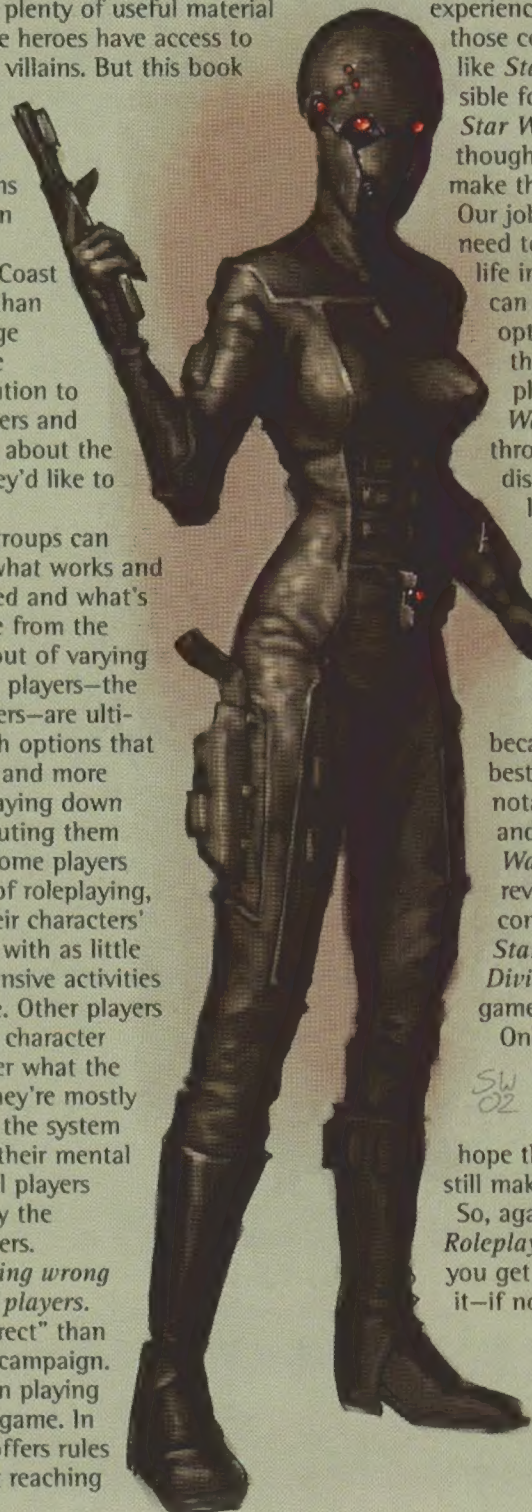
That said, *Star Wars* has some very definite central characteristics. The good folks at Lucasfilm—the people who work on *Star Wars* every day—define the core concepts of *Star Wars* as Saga, Depth, and Emotion. This book will show you how to weave those elements into your *Star Wars* roleplaying experience. The farther you move away from those concepts, the less the campaign feels like *Star Wars*. Ultimately, *you* are responsible for putting the *Star Wars* into your *Star Wars Roleplaying Game* campaign—though the suggestions in this book should make that easier.

Our job is to give you the components you need to bring your *Star Wars* character to life in whatever way you envision. We can do that by providing plenty of optional and expanded rules, while at the same time avoiding long-winded philosophical discourses on the *Star Wars* universe. We reserve the right to throw some philosophy out there for discussion; we'll try to avoid being long-winded about it—and in the process, give you plenty of stuff that actually means something when you write it on your character sheet.

Some of you may read this book and find material that seems familiar. That's because we intentionally sought out the best material from other sources—notably *Star Wars Gamer* magazine and the Wizards of the Coast *Star Wars* website—and updated it to fit the revised rules. We even included a few concepts and game mechanics from *Star Wars Galaxies™: An Empire Divided*, the massively multiplayer online game produced by LucasArts and Sony Online Entertainment. If it's in here, it's because we think every *Star Wars* player should know about it. If you've seen some of this before, we

hope that the improvements we've made still make it worthwhile.

So, again, welcome to the *Star Wars Roleplaying Game Hero's Guide*. We hope you get as much out of it as we put into it—if not more.



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CHAPTER ONE

CHARACTER CREATION | 1



A good character, defined as one with a lot of ongoing play potential, begins with a good concept. Creating an interesting *Star Wars* character—especially one that can work in a particular campaign from start to finish—can challenge even the most creative roleplayer. This chapter offers a short course on generating innovative *Star Wars* characters that even veteran players might find helpful.

Vital Reminder: Rule Zero

The fundamental rule of character creation in roleplaying games is “Check with your Gamemaster.” Your GM may have special house rules or campaign standards that vary from the rules presented in the *Star Wars Roleplaying Game*. He may disallow some sourcebooks, or even some species or classes. The GM generally also knows what kind of heroes the other players have chosen, and might have useful advice on designing a character who fits in well with the others and with the ground rules of the campaign.

New feats and prestige classes can be extremely tempting (especially to power-gaming players). Every option that adds a new variation to the rules provides a new toy for the toy box. This book is loaded with precisely that sort of thing. *Star Wars* game groups should discuss the options available in this book and decide whether they are appropriate for their games. Gamemasters should pay careful attention to new rules and abilities presented here that might interfere with the group’s existing house rules. The GM should also make a note of any new house rules generated by this discussion, for the benefit of new players who might join in later.

Assigning Ability Scores

If you’ve read the “Abilities” entry for each of the nine character classes, you know that some ability scores are more important to certain classes than to others. Most often, the player wants to put the best rolls into the ability scores that affect her character’s most commonly used class skills in order to maximize the character’s performance. To a lesser extent, the important ability scores for a class reflect the kinds of activities the character will most likely perform.

Players looking for a little customization can juggle these numbers around a bit. Keep an eye toward your probable skill selection, though. If most of the character’s main skills are based on Wisdom, for example, then Wisdom is almost certainly the best place to put the highest score. Just remember that your probable skill selection might not reflect the class’s suggested skill distribution. That is, even though more of the scoundrel’s skills utilize Intelligence and Dexterity, a player who wants a “fast-talker” scoundrel might still want to put her best score in Charisma—despite having only three class skills based on Charisma.

Exceptions to this general rule involve abilities relating to combat: Strength, Dexterity, and to a lesser extent, Constitution. Despite all three of these abilities being vital to the soldier class, the soldier has only one class skill based on one of them (Pilot, a Dexterity skill). But a Soldier with a low Dexterity and Constitution is going to be out of his depth in personal combat. You can still create an intelligent, wise, and charismatic soldier, but you should be aware of the ramifications.

Min-Maxing

The advice above is the very basis of a roleplaying concept known as “min-maxing”: putting your best scores into the abilities that define your character, while putting the worst scores into the abilities you think he’ll never use. While there is a certain logic to emphasizing your character’s strengths, this strategy can create a somewhat one-dimensional, stereotypical character.

Avoid the concept of the “dumping ground” stat. This is the ability that you put your worst score into, fully expecting that you’ll never be called upon to use it, or that at the very least another character can cover for you when the time comes. In the d20 system, no ability is “useless” anymore. Eventually, every ability comes into play. A noble may find Constitution far less valuable than Charisma, but she still needs the boost it gives her vitality points and Fortitude save. Conversely, a soldier may not think much of Charisma—until he tries to use the Intimidate skill.

Choosing Dramatic Hooks

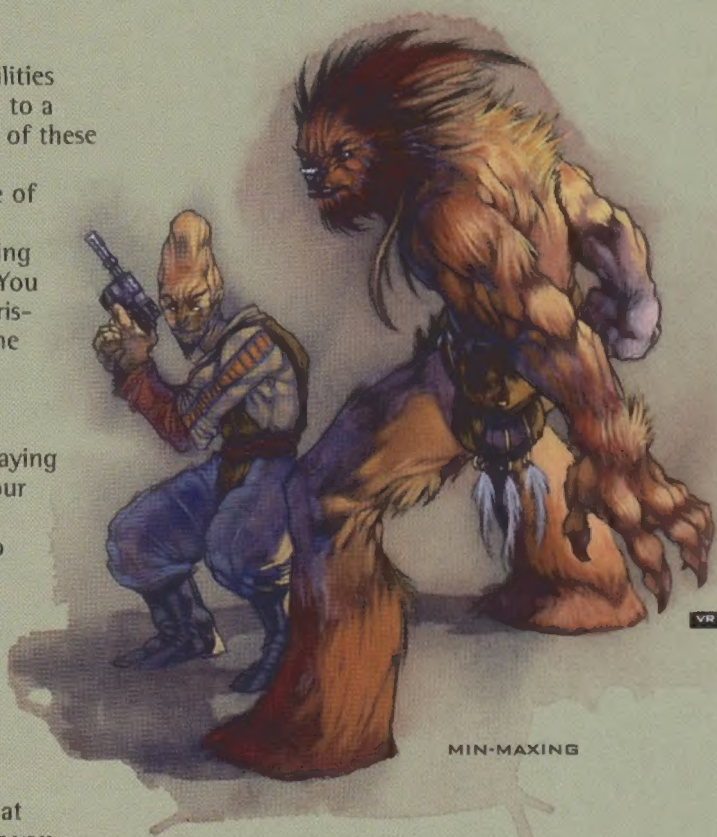
The character becomes involved in the action as a result of a dramatic hook. Without a motivating force to urge him to participate in the epic unfolding before him, the character lacks a memorable persona. A dramatic hook gives the character a past, a goal, and to some degree, a destiny.

Choosing a hook, especially for a *Star Wars* character, shouldn’t take too much time. With the understanding of only a few basic rules, the player can jump right into the action and fill in the details as he goes along. Some players might even want the Gamemaster to fill in those details, instead. (In fact, if you’re not planning to play the character for more than a session or two, you can safely skip this chapter.)

Dramatic Hooks: The Short Form

A dramatic hook defines motivation for a character in one or two sentences, as follows:

“My character, (name), eventually wants to accomplish (goal), because he/she feels (motivation).”



This exercise gives the character a basic motivation and goal, enough to provide impetus and direction for the first adventure. You don’t need to know every detail of the character’s psychological makeup before you roll her first skill check.

Once you have that basic concept, you can add on more as time goes by and you get a better handle on the character. You can establish the character’s importance to the overall story by instilling a bit of inner conflict and by giving at least some consideration to the character’s basic emotional responses.

Saga, Depth, and Emotion

The *Star Wars* movies and novels revolve around three core concepts: saga, depth, and emotion. To preserve the feel of *Star Wars* in your roleplaying sessions, look for a way to integrate these elements into your hero at character creation.

Saga

The entire tale of *Star Wars* unfolds over decades, rather than a few short days or even a few short years. The characters involved grow and develop and sometimes die before the next chapter of the story plays out. But they all contribute to the overall tale, and the actions of one character, early in the beginning of the saga, affect events that occur later on. The events of *Episode I: The Phantom Menace* have repercussions all the way through *Episode VI: The Return of the Jedi*.

A character in a saga has a destiny. Even if a character is merely meant to die in a particular place, holding a particular item, so that someone much later can

stumble across that item and fulfill his or her own destiny, the original character's fate is significant to the grand scheme of events. Each character contributes to the overall story. Accepting that responsibility can be the motivating factor that sets characters on the path to adventure in the first place.

A player creating a character for a *Star Wars Roleplaying Game* campaign need not and should not know his character's ultimate destiny. That specific decision is better left in the Gamemaster's hands. Regardless of whether he accepts it or not, a hero's actions, no matter how trivial they might seem, have an impact on the saga. The hero might not be a willing participant, but he participates nevertheless.

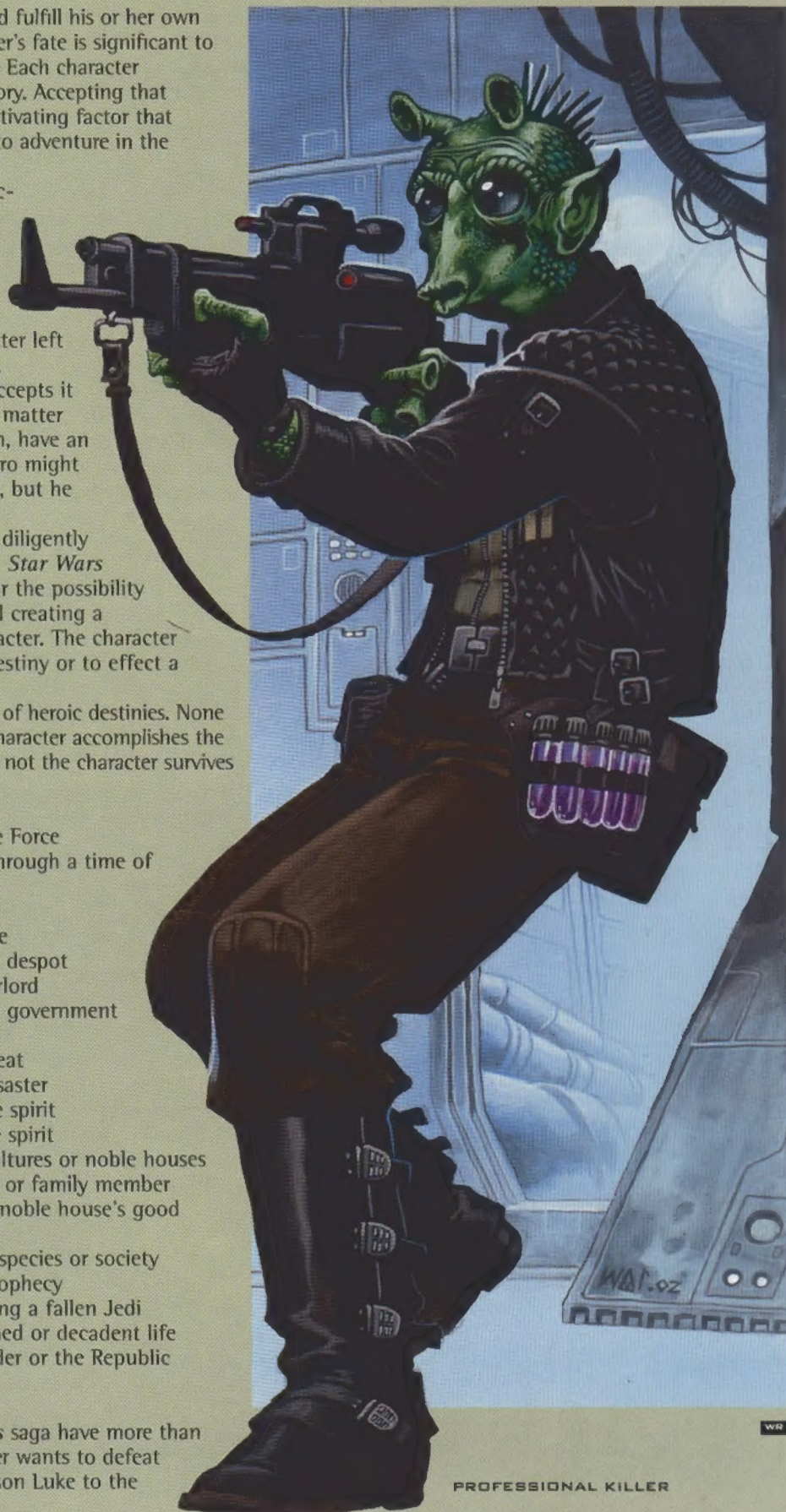
The GM may or may not diligently pursue the saga aspect of a *Star Wars* campaign, but preparing for the possibility is an important step toward creating a dramatic hook for the character. The character must be ready to fulfill a destiny or to effect a great change.

Below are some examples of heroic destinies. None of these assumes how the character accomplishes the end result . . . or whether or not the character survives the experience.

- ⊗ Bringing balance to the Force
- ⊗ Leading the Republic through a time of turmoil
- ⊗ Taming a lawless world
- ⊗ Restoring galactic peace
- ⊗ Overcoming a powerful despot
- ⊗ Defeating a mighty warlord
- ⊗ Overthrowing a corrupt government or regime
- ⊗ Ending a persistent threat
- ⊗ Preventing a natural disaster
- ⊗ Freeing a trapped Force spirit
- ⊗ Imprisoning a dark side spirit
- ⊗ Uniting two warring cultures or noble houses
- ⊗ Avenging a slain friend or family member
- ⊗ Restoring a family's or noble house's good name
- ⊗ Liberating an enslaved species or society
- ⊗ Fulfilling an ancient prophecy
- ⊗ Capturing and redeeming a fallen Jedi
- ⊗ Escaping an impoverished or decadent life
- ⊗ Rebuilding the Jedi Order or the Republic

Depth

Characters in the *Star Wars* saga have more than one motivation. Darth Vader wants to defeat the Rebellion and turn his son Luke to the



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dark side so they can rule the galaxy together. Luke Skywalker wants to defeat the evil Empire and redeem his father from the dark side of the Force. Princess Leia wants to restore the Republic and keep her friends safe. If the heroes succeed, they have before them the monumental task of ensuring that peace and justice are once again allowed to flourish in the galaxy.

These characters have depth. Although they have strong, sometimes even forceful personalities and very specific wants and needs, they also have inner conflicts between what they want and what they need. This depth makes them seem like real people and also makes their stories that much more compelling.

A character in the *Star Wars Roleplaying Game* need not be driven by inner turmoil, but should at least have multiple motivations greater than simply killing the enemy and dividing up the spoils. The character may have connections with other figures in the campaign aside from the other heroes and beyond familial relations. Perhaps the character's oldest friend now works for the opposition. Perhaps the character has sworn to kill one of the other heroes after the current crisis ends. Or perhaps the character is strong in the Force but has vowed never to become a Jedi Knight. These hooks provide dramatic depth for the GM to employ in the course of the campaign's plots. Motivations such as these allow you to explore and develop your character while also giving the GM ways to keep your character involved in the saga.

Below are some examples of heroic motivations. None of these assumes how the character feels about any of the situations, or how he or she became involved. A great deal of heroic depth can be generated simply by choosing two at random and trying to explain how they fit together.

- ⊗ A death-mark
- ⊗ Untapped Force potential
- ⊗ A friend or relative strong in the Force
- ⊗ Unpaid debt of honor
- ⊗ Unrequited love
- ⊗ Criminal record
- ⊗ A clone
- ⊗ Crippling affliction or terminal illness
- ⊗ Strong sense of justice
- ⊗ Brush with the dark side
- ⊗ Amnesia or madness
- ⊗ Murdered or missing loved ones
- ⊗ Devastating betrayal
- ⊗ Impoverished
- ⊗ Allegiance to a fallen noble house
- ⊗ A parent's dying wish
- ⊗ An inheritance
- ⊗ Enmity of a powerful crime lord or pirate
- ⊗ Escaped slave
- ⊗ A broken promise
- ⊗ War crimes
- ⊗ Spice or gambling addiction
- ⊗ An unsolved mystery



- ⊗ Misplaced loyalty
- ⊗ Inability to survive alone
- ⊗ Technophobia
- ⊗ Xenophobia
- ⊗ Adoption
- ⊗ Dreams or visions of things to come
- ⊗ A nagging Force spirit
- ⊗ A relic significant to the saga
- ⊗ Violent streak

Emotion

The *Star Wars* movies are full of emotional moments. Obi-Wan Kenobi can only stand and watch helplessly as his friend and Master Qui-Gon Jinn is murdered by a Sith. Anakin Skywalker is forced to leave his mother in slavery on Tatooine. Later, he is powerless to prevent her death at the hands of the Tusken Raiders. Luke Skywalker loses the only parents he ever knew, his Uncle Owen and Aunt Beru, then loses his mentor, Ben Kenobi. Han Solo turns his back on the Rebel Alliance as the Death Star closes in to destroy them—then heroically returns at the last moment. Luke learns that Darth Vader is Anakin Skywalker, his father, and later must battle him to the death or surrender to the Emperor.

The emotion of the *Star Wars* characters arises from how they feel about their dramatic hooks—how they react when their dramatic hooks arise. The emotional responses of the heroes define the character of the heroes. Their emotions make them real people as much as their dramatic depth does. Combined with the saga and the depth, the emotional content of the campaign helps convey the atmosphere of *Star Wars*.

While the GM can introduce some emotional situations for the heroes, the level of the character's emotional involvement is ultimately in the hands of the player. The player determines how her character reacts to dramatic hooks when the GM presents them. Remember, though, that some players are not comfortable with injecting emotion into their gaming, though some—usually those keen on story and plot—enjoy it immensely. Of course, by no means should the GM force players to play in a way that they find uncomfortable.

Emotion, therefore, is part of the very core of the *Star Wars* experience. A hero's emotional reactions to the events in his life define him every bit as much as his motivations and his place in the overall saga.

Other Options

Admittedly, not everyone gravitates to *Star Wars* roleplaying because of the “feel” of the *Star Wars* saga; some people just like the idea of lightsaber combat. Again, there's nothing wrong with that. It is your game after all, and you don't need our approval to play it the way that suits you. Ultimately, the only people whose approval you need are your Gamemaster and the other players in your group—if

only because you depend on their approval to be invited to play again!

Talk with your GM and find out what sort of campaign he's running. If his goal is to tell the story of a bunch of rough-and-tumble adventurers carving a path of glory all over the galaxy, then all you really need is your character's “shtick”—the quality that makes him stand out from all the other characters in the group. Maybe all that's required is a clever catchphrase, or a certain attitude that the character projects. Or the GM might envision the campaign as a series of military-style missions, and all you really need to know is which weapons your character should specialize in to blend in with the others in the group!

On the other end of the spectrum, the players could get together and work out a complex, interwoven background that involves all their characters in some fashion. You can tell an entire saga before the campaign ever begins. Such an in-depth history requires a lot of participation from the Gamemaster, of course, in order for it to have any particular bearing on the campaign. Then, as players come and go from the campaign (as typically happens), the group can set aside some time for “story meetings” to decide how to fit new players in, or work exiting players out, without throwing the campaign out of balance.





CHAPTER TWO

CHARACTER
ARCHETYPES | 2



Classes lie at the core of the *Star Wars Roleplaying Game*. Unlike ordinary people, the heroes have at least one level in a heroic class—one of the nine found in Chapter Three of the *Star Wars Roleplaying Game*. A player's choice of skills and feats individualizes a given character, but combining classes provides a more flexible tool for creating a specific character type. With nine different classes of twenty levels each, the permutations of class combinations, or "archetypes," means that no two players ever have to play exactly the same character.

A character archetype uses multiclassing to draw on the skills and specialties of each class to expand a character's options. Additionally, the archetype concept (which first appeared in *Star Wars Gamer* magazine) includes three variant class features. These variants replace class features that do not fit the character concept, replacing them with more suitable abilities. Archetypes are a great way for players and Gamemasters to work together and use the flexibility of the d20 system to its full extent.

Additionally, with the Gamemaster's permission, nonarchetype characters may use the alternative class features if they seem appropriate. Both archetypes and variant features are an excellent way to creatively adapt the standard classes to better match particular character concepts.

Demagogue

Though the name has gotten a bad reputation from too many ambitious political troublemakers, a demagogue, in the classic sense, is someone who champions a popular cause. The demagogue fights for the common people despite the insults and injuries aimed at him by those in power. Demagogues rarely resort to physical violence. They serve best by using their eloquence and passion to stir the emotions of average citizens, and to focus their collective outrage at corrupt policy-makers and their enforcers. If the cause is right, the demagogue supports it.

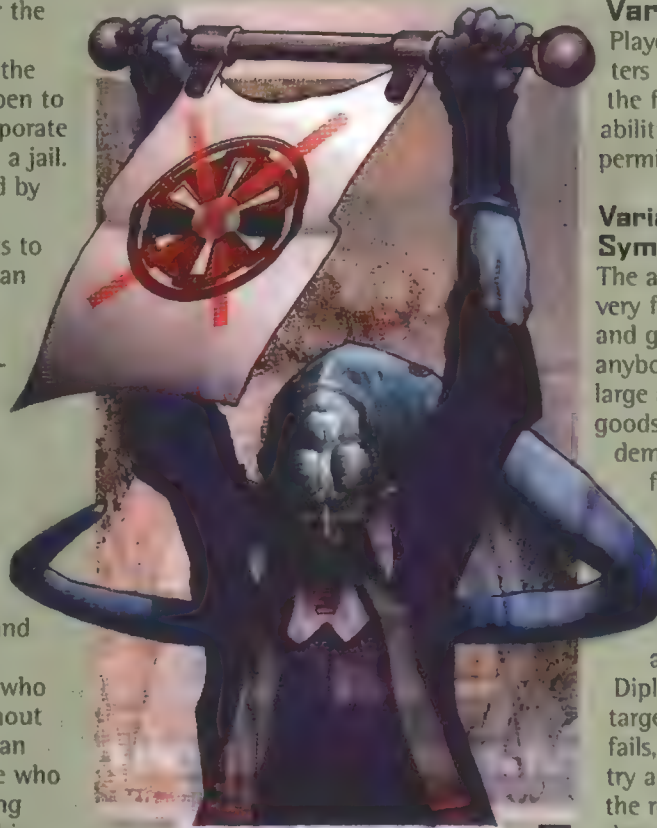
Obviously, demagogues are exceedingly unpopular in the Empire, though they are accepted in both the Old and the New Republics. In any era, a demagogue faces the possibility of suffering for his cause—but the Galactic Empire is considerably more brutal about quieting the voice of dissatisfaction. Even so, demagogues shout their messages on street corners and in crowded starports, knee-deep in the muck of government-blighted farms and standing proud on the steps of bureaucracy-infested city halls. Though the message comes in many forms, it always means the same thing: "Let the people decide what's best for the people!"

For every demagogue on the street, a dozen more languish in prison for daring to challenge the status quo. Yet despite the risks, they heed the call of justice for the common people and step forward to do battle with the liars and thieves who happen to hold an office, dictate corporate policy, or keep the keys to a jail. Demagogues cannot stand by while greed, ambition, or corruption cause innocents to suffer. It may prove to be an unwise choice if he fights for what may well be the losing side—but the demagogue knows in his heart that it is the *right* choice.

Roleplaying Notes

Demagogues fight their battles with words, using their natural talent for stirring speeches to firm the resolve of their allies and break the morale of their enemies. The demagogue who participates in a fight without ever drawing a weapon is an expert at his craft; the one who wins a fight without spilling blood is a master. His goal in every encounter is first to prevent violence, and, if that attempt fails, to bring it to a swift and safe resolution. To this end, the demagogue employs the tricks and talents of his skills

and class abilities, and only resorts to the utility of his blaster if he's left with no other choice.



DEMAGOGUE

Variant Abilities

Players of demagogue characters may select from among the following variant class abilities, with the GM's permission.

Variant 1: Inspire Sympathy (3rd level)

The average demagogue has very few material possessions, and generally doesn't know anybody willing to hand over large amounts of credits or goods. On the other hand, the demagogue is good at asking for favors on the behalf of others. Rather than gaining the noble's resource access ability at 3rd level, the demagogue may, as a full-round action, retry a failed

Diplomacy check to improve a target's attitude. If the retry fails, the demagogue may not try again with that target. If the retry fails by 5 or more, the target's attitude immediately worsens by one step (from indifferent to unfriendly, for example); already-hostile targets immediately attack if they have not already done so.

Table 2-1: The Demagogue

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Noble 1	+0	+0	+1	+2	Noble starting feats, bonus class skill, favor +1	+2	+1
2nd	Noble 2	+1	+0	+2	+3	Inspire confidence	+3	+1
3rd	Noble 3	+2	+1	+2	+3	Favor +2, resource access	+3	+1
4th	Noble 3/Scout 1	+2	+2	+3	+4	Scout starting feats, scout bonus feat	+3	+1
5th	Noble 4/Scout 1	+3	+2	+3	+5	Coordinate +1	+3	+2
6th	Noble 4/Scout 2	+4	+3	+4	+6	Trailblazing	+3	+2
7th	Noble 5/Scout 2	+4	+3	+5	+6		+4	+2
8th	Noble 5/Scout 3	+5	+3	+5	+6	Heart +1	+5	+2
9th	Noble 6/Scout 3	+6/+1	+4	+5	+7	Noble bonus feat	+5	+2
10th	Noble 7/Scout 3	+7/+2	+4	+6	+7	Favor +3	+6	+2
11th	Noble 7/Scout 4	+8/+3	+4	+6	+7	Uncanny dodge (Dex bonus)	+6	+3
12th	Noble 8/Scout 4	+9/+4	+4	+6	+8	Coordinate +2	+6	+4
13th	Noble 8/Scout 5	+9/+4	+5	+7	+9	Skill mastery, extreme effort	+7	+4
14th	Noble 9/Scout 5	+9/+4	+6	+7	+9	Noble bonus feat	+7	+4
15th	Noble 9/Scout 6	+10/+5	+6	+7	+9	Evasion	+7	+4
16th	Noble 10/Scout 6	+11/+6/+1	+6	+8	+10		+8	+4
17th	Noble 11/Scout 6	+12/+7/+2	+6	+8	+10	Inspire greatness	+8	+4
18th	Noble 11/Scout 7	+13/+8/+3	+7	+9	+11	Uncanny dodge (can't be flanked)	+9	+4
19th	Noble 12/Scout 7	+14/+9/+4	+8	+10	+12	Favor +4	+10	+5
20th	Noble 13/Scout 7	+14/+9/+4	+8	+10	+12	Coordinate +3	+10	+5

Variant 2: Inspire Outrage (6th level)

At 6th level, instead of acquiring the trailblazing feature, the demagogue gains the ability to spark indignation and moral outrage in others. An ally must listen to and observe the demagogue for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The demagogue can inspire a number of allies equal to half his levels, rounded down. He can inspire outrage once per day for every four levels of the archetype (twice per day from 5th to 8th level, three/day from 9th to 12th levels, and so on).

An ally inspired with outrage gains a +1 morale bonus on attack and damage rolls.

Variant 3: Demoralize Opponent (11th and 18th level)

Rather than learning how to dodge foes, the demagogue learns what weakens their resolve. Instead of gaining the scout's uncanny dodge ability, as a full-round action the demagogue acquires the ability to convince opponents to lower their weapons and cease attacking, if they fail a Will save (DC 10 + the demagogue's Charisma modifier). This ability affects a number of opponents equal to half the demagogue's level, and lasts for 2 rounds. If any one of the affected opponents suffers damage at the hands of the demagogue or his allies, the effect on all of them immediately ends, and they can act normally again.

At 18th level, the Will save DC increases to 15 + the demagogue's Charisma modifier, and the effect lasts for 5 rounds.

Imperial Officer

The Imperial military operates under the belief that only the upper crust of Imperial society is truly suited to the rigors of command. Thus, Imperial officers are rarely promoted up through the ranks, and instead are recruited from exclusive military academies into officer training programs sponsored by the Imperial military. The most competent among the cadets learn valuable command skills and the concepts of honor and duty. They would make good officers in any military service.

Unfortunately, all too often, the academies graduate cadets who have no business making decisions that affect the lives of others. Officially, the academies are satisfied with their level of performance; unofficially, they pass muster because no upper-crust family in the Galactic Empire can bear to be without the status symbol of a child with the rank of officer, and their families' money provides a passing grade. Most of these substandard graduates stall at some point in their military careers, as superior officers with real military experience realize how incompetent they are and refuse to promote them.

For skilled junior officers, service in the Imperial military is a gateway to bigger and better opportunities. With a long enough and distinguished enough military career, an Imperial officer can arrange a



IMPERIAL OFFICER

political, rather than military, office. From there, the officer can even hope to be placed in command of an entire sector as an Imperial Moff.

The archetype presented below shows the typical "approved progression" from cadet to Moff. Obviously, the character needs to acquire the skill ranks and feats necessary to advance into both the officer and Imperial Moff prestige classes. While there may be more efficient ways to meet the requirements, this particular progression illustrates Imperial military expectations of performance and promotion.

Roleplaying Notes

An Imperial officer character in a Galactic Empire campaign is an excellent choice for someone who wants to experience a lot of military action mixed with a little political intrigue. The character functions as a junior officer until 7th level, at which point he may achieve a small command of his own—thus creating a perfect opportunity for the party to expand their adventures beyond day-to-day military service. As the Imperial officer advances in level, his political power grows, and he can very easily bring along his allies from his small command. In time, they may become the trusted "inner circle" to an Imperial officer who now oversees an entire sector of space.



Table 2-2: The Imperial Officer

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Noble 1	+0	+0	+1	+2	Noble starting feats, favor +1, bonus class skill	+2	+1
2nd	Noble 2	+1	+0	+2	+3	Inspire confidence	+3	+1
3rd	Noble 2/Soldier 1	+2	+2	+2	+3	Soldier starting feats	+4	+1
4th	Noble 2/Soldier 2	+3	+3	+2	+3	Soldier bonus feat	+4	+2
5th	Noble 3/Soldier 2	+4	+4	+2	+3	Favor +2, resource access	+4	+2
6th	Noble 4/Soldier 2	+5	+4	+2	+4	Coordinate +1	+4	+3
7th	Noble 4/Soldier 2/ Officer 1	+5	+5	+3	+5	Leadership	+5	+4
8th	Noble 4/Soldier 2/ Officer 2	+6/+1	+6	+4	+6		+6	+4
9th	Noble 4/Soldier 2/ Officer 3	+7/+2	+6	+4	+6	Requisition supplies	+6	+5
10th	Noble 4/Soldier 2/ Officer 4	+8/+3	+6	+4	+6	Officer bonus feat	+6	+5
11th	Noble 4/Soldier 2/ Officer 5	+8/+3	+7	+5	+7	Tactics	+7	+6
12th	Noble 4/Soldier 2/ Officer 6	+9/+4	+7	+5	+7		+7	+6
13th	Noble 4/Soldier 2/ Officer 7	+10/+5	+8	+6	+8	Uncanny survival	+8	+7
14th	Noble 4/Soldier 2/ Officer 8	+11/+6/+1	+8	+6	+8	Officer bonus feat	+8	+7
15th	Noble 4/Soldier 2/ Officer 9	+11/+6/+1	+8	+6	+8	Improved tactics	+8	+8
16th	Noble 4/Soldier 3/ Officer 9	+12/+7/+2	+8	+7	+9	Soldier bonus feat	+9	+8
17th	Noble 4/Soldier 3/ Officer 10	+13/+8/+3	+9	+8	+10		+10	+8
18th	Noble 4/Soldier 4/ Officer 10	+14/+9/+4	+10	+8	+10	Soldier bonus feat	+10	+8
19th	Noble 4/Soldier 5/ Officer 10	+15/+10/+5	+10	+8	+10		+11	+8
20th	Noble 4/Soldier 6/ Officer 10	+16/+11/+6/+1	+11	+9	+11	Soldier bonus feat	+11	+9

Variant Abilities

Players of Imperial officer characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Military Sponsor (1st level)

Most Imperial officers have a patron higher up in the military hierarchy, shepherding their careers and watching out for them. These may be family members or friends of family members. Instead of selecting a bonus class skill at 1st level, the Imperial officer-to-be gains a contact—specifically, a higher-ranking military officer, who can provide the character with information and resources from time to time. (See Chapter Twelve of the *Star Wars Roleplaying Game* for more information on contacts.) The military officer contact is five levels higher than the character (as opposed to the equivalent level of ordinary contacts), but the character cannot call on his contact more than once per adventure.

Variant 2: War Games (3rd level)

Imperial officers have some training in weapons and hand-to-hand combat, but comprehensive combat training is for footsoldiers, not officers. Rather than gaining the soldier class's starting feats, the Imperial officer-to-be studies tactics and strategy, learning to command allies under simulated battle conditions. With a full-round action, the Imperial officer can grant any one ally (not including himself) a +1 competence bonus on attack rolls, or a +1 dodge bonus to Defense and Reflex saving throws. The bonus lasts 1d4 rounds, and the target must be within sight and voice range of the Imperial officer (and must be able to understand his commands).

Variant 3: Officer Training (4th level)

The Empire strongly encourages its potential future officers to undertake special courses as soon as possible. At 4th level, the Imperial officer can add the Imperial Command Training feat (see The Galactic Empire in Chapter Five: Factions) to the list of available soldier bonus feats.

Information Broker

Information is like any other commodity: It has less value to some, more value to others, and knowing how to get it from the former to the latter can be a lucrative business. The best information brokers know who can sell the merchandise cheaply, and who will pay dearly for it. The information brokers who last the longest in what can be a highly dangerous trade have mastered the art of making everyone think they got a good bargain.

The information market exists because secrets sometimes fall into the hands of people whose need for credits outweighs their sense of loyalty. These people rarely know how to go about making a profit from what they have learned, and so turn to middlemen—the information brokers—to find a buyer. The broker's job is to know what the information is worth, and who wants it. Because information almost invariably has a brief shelf-life, devaluing quite rapidly depending on the nature of the specific information, the broker needs contacts in all areas of business and politics, so that he doesn't waste precious time trying to find out who would offer him the most profit.

Surprisingly often, the broker deals in physical storage media such as holocrons, data crystals, datacards, code cylinders, and the like. This is for three main reasons. Primarily, really valuable information tends to be of the comprehensive variety; it isn't something that the broker can memorize and then reel off for the buyer. Secondly, the buyer needs to be able to verify the information, which is notoriously difficult by word of mouth. Finally, the buyer needs to be relatively certain that the broker isn't selling the information to multiple clients (though that's not unheard of, even in legitimate deals). So, most information brokers worth their price have access to a variety of datapads, cylinder-readers, and other less pedestrian devices for not only "sampling" the merchandise and demonstrating it to the potential buyer, but also for transferring it once the sale is complete.

Roleplaying Notes

Information brokers don't necessarily "work from the shadows," but they certainly don't draw attention to themselves, either. In fact, the only piece of information they give away for free is how to contact them (though not "how to find them"). Their profession has a variable degree of legality (depending on the information they sell), but it definitely doesn't win them many friends, regardless. Even so, information brokers strive to present themselves as personable individuals. Most can be accurately described as "cautiously friendly."

Information brokers operate best in a city or other social environment, the bigger the better, and especially near a political, military, or corporate facility of some kind (because such places usually brim with confidential information waiting for a buyer).



INFORMATION BROKER

Most information brokers don't take contracts to dig up information to sell; detectives and spies take care of that angle. Instead, they work as data bounty hunters. An information broker hears that someone will pay a pile of credits for a particular piece of information, then sets out to try to find out who has that information, and what they want for it. Of course, going out and getting the information themselves is much more lucrative (since they don't have to pay for the information), but it's also more dangerous. After all, the more valuable the secret, the more likely it is to be heavily guarded.

Variant Abilities

Players of information broker characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Contacts (4th and 14th level)

Rather than being fortunate, an information broker knows all the right people. Instead of the lucky ability, an information broker may instead choose an information contact. (See Chapter Twelve of the *Star Wars Roleplaying Game* for more information on contacts.) The GM generates the specific contact.

Variant 2: Blackmail (5th level)

Because he doesn't have a steady source of income such as a benefactor or wealthy family, the



Table 2-3: The Information Broker

Level	Class	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Scoundrel 1	+0	+0	+2	+0	Scoundrel starting feats, illicit barter	+2	+0
2nd	Noble 1/Scoundrel 1	+0	+0	+3	+2	Noble starting feats, bonus class skill, favor +1	+2	+1
3rd	Noble 2/Scoundrel 1	+1	+0	+4	+3	Inspire confidence	+3	+1
4th	Noble 2/Scoundrel 2	+2	+0	+5	+3	Lucky (1/day)	+3	+1
5th	Noble 3/Scoundrel 2	+3	+1	+5	+3	Favor +2, resource access	+3	+1
6th	Noble 4/Scoundrel 2	+4	+1	+5	+4	Coordinate +1	+3	+2
7th	Noble 4/Scoundrel 3	+5	+2	+5	+5	Precise attack +1	+4	+3
8th	Noble 5/Scoundrel 3	+5	+2	+6	+5		+5	+3
9th	Noble 6/Scoundrel 3	+6/+1	+3	+6	+6	Noble bonus feat	+5	+3
10th	Noble 6/Scoundrel 4	+7/+2	+3	+7	+6	Skill Emphasis	+5	+3
11th	Noble 7/Scoundrel 4	+8/+3	+3	+8	+6	Favor +3	+6	+3
12th	Noble 7/Scoundrel 5	+8/+3	+3	+8	+6	Scoundrel bonus feat	+7	+3
13th	Noble 8/Scoundrel 5	+9/+4	+3	+8	+7	Coordinate +2	+7	+4
14th	Noble 8/Scoundrel 6	+10/+5	+4	+9	+8	Lucky (2/day)	+7	+4
15th	Noble 9/Scoundrel 6	+10/+5	+5	+9	+8	Noble bonus feat	+7	+4
16th	Noble 9/Scoundrel 7	+11/+6/+1	+5	+9	+8		+8	+5
17th	Noble 10/Scoundrel 7	+12/+7/+2	+5	+10	+9		+9	+5
18th	Noble 10/Scoundrel 8	+13/+8/+3	+5	+11	+9	Skill Emphasis	+9	+5
19th	Noble 11/Scoundrel 8	+14/+9/+4	+5	+11	+9	Inspire greatness	+9	+5
20th	Noble 12/Scoundrel 8	+15/+10/+5	+6	+12	+10	Favor +4	+10	+6

information broker uses his natural talents to squeeze goods, services, or simply credits out of people who have something to hide. This ability replaces the noble's resource access and works the same way, except that the Charisma check is multiplied by the information broker's combined noble and scoundrel levels, multiplied by 30. A 7th-level broker who rolls a 14 on his check can gain $14 \times 7 \times 30$ or 2,940 credits' worth of resources in this manner.

Further, while the information broker can use this ability once per day, doing so tends to bleed the sources dry. Thus, if the broker uses this ability more than once per week, each additional use reduces the multiplier by 5. (So, the second use in a week results in Charisma check \times broker level \times 25, the third use results in Charisma check \times broker level \times 20, and so on.) The multiplier resets to 30 if the information broker doesn't use this ability for one week.

Variant 3: Inspire Trust (6th and 13th level)

The information broker isn't very good at getting other people to work together, but he can project an image of honesty and fairness. Instead of acquiring the Coordinate feature, the information broker gains the ability to inspire trust. At 6th level, the broker gains a +2 competence bonus on Diplomacy and Gather Information checks used to acquire information.

At 13th level, the information broker seems almost beyond reproach. He can reroll a failed Diplomacy check made to haggle a price, but must abide by the result of the second roll. The information broker can use this ability once per day.

Jedi Wanderer

The Jedi Order, as an organization, functions largely due to the common bond of Force sensitivity shared by all Jedi Knights. Though the Force guides each Jedi, on a procedural level the Jedi Council governs many of the decisions that a Jedi would normally make by directing the members of the Order as it sees fit. A Jedi performs a mission, returns for further orders, and is assigned a new mission. Alternatively, some Jedi may be assigned to a given planet or sector to preserve the peace and search for Force-sensitive candidates for Jedi training. The Jedi wanderer throws both of these concepts out the escape hatch and is a loner among her own kind.

The Jedi wanderer is a drifter, traveling from system to system upholding the Jedi Code as she sees fit. She does not feel constrained by the rules and regulations most Jedi follow by the Council's suggestion. Rather, she takes the Code for what it is and applies it to her every action and every decision. Sometimes that means taking rather unorthodox actions to achieve an important goal. Many of her fellow Jedi Knights call her a masterless Jedi, but they are wrong: she is her own master.

Roleplaying Notes

The Jedi wanderer moves from place to place, learning as much as she can about life in the galaxy. Though she never develops some of her Force abilities to the extent that other Jedi do, what the Jedi wanderer learns about the people of the galaxy can be equally as important. She is able to relate more easily to the citizens of the galaxy than Jedi who have

isolated themselves in a temple or an academy. Her unique talents often make a huge difference in the way she reacts to a situation. A Jedi wanderer knows the mood of the galaxy and its citizens, and can make decisions based on her compassionate outlook toward the beings she encounters in her travels.

A Jedi wanderer rarely dresses in the standard robes of a Jedi Knight. Instead, she wears discreet clothing in the cut and style of the region she is visiting, concealing her lightsaber and appearing to be another ordinary member of galactic society. The Jedi wanderer avoids flaunting her identity to put those she encounters at ease. Beings intimidated by the superstition surrounding the Jedi Knights may be too nervous to approach them with problems, often out of a combination of awe and fear. By dressing, working, and behaving like a normal citizen, the Jedi wanderer can help people who might never otherwise be brave enough to request aid or relief from the Jedi. Assisting those people gives her a great deal of satisfaction.

Despite her nomadic lifestyle and different outlook on the life of a Jedi, the Jedi wanderer still answers to the Council and makes trips to Coruscant when summoned. A Jedi wanderer is still a member of the Jedi Order and must answer its call if she is needed. Additionally, the Jedi wanderer constantly watches for Force-sensitive children to bring to Coruscant for training, further bolstering the ranks of the Jedi and discovering talent in places where no other Jedi visit. Jedi wanderers rarely have Padawans due to their constant traveling and subtler lifestyle, though occasionally an apprentice with a desire to see the galaxy requests a wanderer as his master. Jedi wanderers impart their wisdom on all who listen, and many who follow the traditional Jedi lifestyle might do well to learn from a wanderer.

Variant Abilities

Players of Jedi wanderer characters may select from among the following variant class abilities, with the permission of their GM.

Table 2-4: The Jedi Wanderer

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Jedi Consular 1	+0	+2	+1	+2	Jedi starting feats, Force training, deflect (defense +1)	+3	+1
2nd	Jedi Consular 2	+1	+3	+2	+3	Jedi bonus feat	+4	+1
3rd	Jedi Consular 3	+2	+3	+2	+3	Force training, deflect (attack -4)	+4	+1
4th	Jedi Consular 3/ Scoundrel 1	+2	+3	+4	+3	Scoundrel starting feats, illicit barter	+4	+1
5th	Jedi Consular 4/ Scoundrel 1	+3	+4	+4	+4	Force training	+4	+2
6th	Jedi Consular 5/ Scoundrel 1	+3	+4	+5	+4	Deflect (extend defense and attack)	+5	+2
7th	Jedi Consular 6/ Scoundrel 1	+4	+5	+5	+5	Increased lightsaber damage (3d8)	+5	+2
8th	Jedi Consular 6/ Scoundrel 2	+5	+5	+6	+5	Lucky (1/day)	+5	+2
9th	Jedi Consular 7/ Scoundrel 2	+6/+1	+5	+7	+5	Jedi Knight	+6	+2
10th	Jedi Consular 8/ Scoundrel 2	+7/+2	+6	+7	+6	Healing	+6	+3
11th	Jedi Consular 8/ Scoundrel 3	+8/+3	+7	+7	+7	Precise attack +1	+7	+4
12th	Jedi Consular 9/ Scoundrel 3	+8/+3	+7	+7	+7	Skill Emphasis	+7	+4
13th	Jedi Consular 9/ Scoundrel 4	+9/+4	+7	+8	+7	Skill Emphasis	+7	+4
14th	Jedi Consular 10/ Scoundrel 4	+10/+5	+8	+9	+8	Deflect (defense +2, block)	+8	+4
15th	Jedi Consular 10/ Scoundrel 5	+10/+5	+8	+9	+8	Scoundrel bonus feat	+9	+4
16th	Jedi Consular 11/ Scoundrel 5	+11/+6/+1	+8	+9	+8	Jedi bonus feat	+9	+4
17th	Jedi Consular 11/ Scoundrel 6	+12/+7/+2	+9	+10	+9	Lucky (2/day)	+9	+4
18th	Jedi Consular 12/ Scoundrel 6	+13/+8/+3	+10	+11	+10	Increase lightsaber damage (4d8)	+10	+5
19th	Jedi Consular 12/ Scoundrel 7	+14/+9/+4	+10	+11	+10		+11	+6
20th	Jedi Consular 13/ Scoundrel 7	+14/+9/+4	+10	+11	+10	Deflect (attack -3)	+11	+6

Variant 1: Unassuming Appearance (4th level)

Instead of gaining the scoundrel's illicit barter class feature, in situations where the Jedi's Reputation score would be imposed as a penalty against her, she may instead take no penalty at all due to her unassuming appearance. This feature cannot be used if the character who is negatively affected recognizes the wanderer as a Jedi Knight.

Variant 2: Calming Presence (11th level)

Rather than gaining the scoundrel's precise attack class feature, the Jedi wanderer instead gains a +2 bonus on all Diplomacy checks.

Variant 3: Bonus Feat (15th level)

The Jedi Wanderer's travels have taught her much about the galaxy at large, and as a result she is able to use that knowledge in many situations. Instead of gaining the normal bonus feats for a scoundrel, she may choose from the following list instead, provided she meets the prerequisites:

Contact*, Consular's Guidance*, Cosmopolitan*, Low Profile, Mimic, Persuasive, Sharp-Eyed, Spacer, Street Smart*, Trustworthy.

**This feat is described in Chapter Three: Skills and Feats.*

Outlaw Tech

Some of the most brilliant technical minds of the galaxy never undergo formal training in any engineering academy. While the engineers of the galaxy receive acclaim and repute, some fringe mechanics have as much natural talent as their professional counterparts. The outlaw techs build, take apart, and design equipment with an almost uncanny instinct to guide them, using spare parts and junkyard salvage almost as frequently as factory replacements. Considerably more unorthodox in their methods than those who work within the bounds of the law, outlaw techs frequently make additions and repairs involving contraband parts or illegal modifications.

Roleplaying Notes

Outlaw techs typically have their own shops or access to a location that provides the right tools and machines to do the job. An

outlaw tech's shop is usually cluttered with scrap metal, broken machines, half-rewired droids, and other jury-rigged tools of the trade strewn about with an order known only to the owner. Outlaw techs are fond of tinkering and discovering for themselves what makes the newest piece of technology work. They take things apart, modify them, improve them, break them, leave them in pieces, and occasionally put them back together the way they're supposed to be. More often than not, however, an outlaw tech's modifications are well beyond factory recommended standards, and almost always illegal in some capacity.

Like many on the fringe, outlaw techs often find themselves pursued by the authorities for one reason or another. While most corporations won't waste time pursuing legal action against a tech who modifies their designs for personal use, some well-known techs have found themselves in serious trouble over stolen blueprints or a hijacked prototype. Additionally, whenever a smuggler is caught with a forged IFF (Identify Friend-Foe) transponder or a military-grade weapons system aboard their freighter, sector authorities trace the parts back to the being that procured and installed them.

Like slicers, outlaw techs have a reputation for being notoriously absent-minded. Many techs become so involved in their current projects that the rest of the galaxy vanishes from their minds. Barely pausing for food or sleep, some outlaw techs work for days at a time on a job, never stopping until the item is completed. Because of this, outlaw techs are frequently sought out by those who need repairs in a hurry, especially when time can mean the difference between freedom and a trip to the spice mines of Kessel.



OUTLAW TECH



Table 2-5: The Outlaw Tech

Level	Class	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Scoundrel 1	+0	+0	+2	+0	Scoundrel starting feats, illicit barter	+2	+0
2nd	Scoundrel 1/ Tech Specialist 1	+0	+0	+3	+1	Tech specialist starting feats, Skill Emphasis	+2	+0
3rd	Scoundrel 1/ Tech Specialist 2	+1	+0	+3	+1	Research	+3	+0
4th	Scoundrel 2/ Tech Specialist 2	+2	+0	+4	+1	Lucky (1/day)	+3	+0
5th	Scoundrel 2/ Tech Specialist 3	+3	+0	+4	+2	Instant mastery	+3	+1
6th	Scoundrel 2/ Tech Specialist 4	+4	+1	+5	+2	Tech specialty	+3	+1
7th	Scoundrel 3/ Tech Specialist 4	+5	+2	+5	+3	Precise attack +1	+4	+2
8th	Scoundrel 3/ Tech Specialist 5	+5	+2	+5	+3	Expert	+5	+2
9th	Scoundrel 3/ Tech Specialist 6	+6/+1	+3	+6	+4		+5	+2
10th	Scoundrel 4/ Tech Specialist 6	+7/+2	+3	+7	+4	Skill Emphasis	+5	+2
11th	Scoundrel 4/ Tech Specialist 7	+8/+3	+3	+7	+4		+6	+3
12th	Scoundrel 4/ Tech Specialist 8	+9/+4	+4	+7	+5	Tech specialty	+6	+3
13th	Scoundrel 5/ Tech Specialist 8	+9/+4	+4	+7	+5	Scoundrel bonus feat	+7	+3
14th	Scoundrel 5/ Tech Specialist 9	+9/+4	+4	+8	+5		+7	+3
15th	Scoundrel 5/ Tech Specialist 10	+10/+5	+5	+8	+5	Expert	+8	+3
16th	Scoundrel 6/ Tech Specialist 10	+11/+6/+1	+6	+9	+6	Lucky (2/day)	+8	+3
17th	Scoundrel 6/ Tech Specialist 11	+12/+7/+2	+6	+10	+7	Tech specialty	+8	+4
18th	Scoundrel 6/ Tech Specialist 12	+13/+8/+3	+7	+10	+7		+9	+4
19th	Scoundrel 7/ Tech Specialist 12	+14/+9/+4	+7	+10	+7		+10	+5
20th	Scoundrel 7/ Tech Specialist 13	+14/+9/+4	+7	+10	+8		+10	+5

Variant Abilities

Players of outlaw tech characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Inherent Understanding (3rd level)

Some beings have an eye for complex mechanical devices and can discern their use and construction with only a brief cursory inspection. Instead of gaining the tech specialist's Research ability, an outlaw tech may make an Intelligence check (DC 15) and examine an object for at least 1 hour to understand the way an item is put together. Thereafter, he gains a +2 bonus on all Craft checks when building an exact replica of that object.

Variant 2: Make It Fit (5th)

Some vehicle and starship mechanics have the uncanny ability to make parts and equipment intended for larger and smaller vessels fit into a given starship. Instead of the tech specialist's instant mastery feature, the outlaw tech gains the ability to use starship parts intended for ships one size class larger or smaller when repairing or modifying a starship or vehicle.

Variant 3: Hold Together (7th level)

Rather than gain the scoundrel's precise attack feature, the character gains the fringer's jury-rig ability with a +2 bonus.

Prowler

Everywhere in the galaxy, predators make their living by stealing the possessions of others. Most of these criminals are simply labeled thieves, but prowlers represent a specific breed of thief. Talented in both infiltration and stealth, a prowler can sneak in, get the prize, and sneak out before anyone even knows she was there. Prowlers steal more for the thrill of the heist than out of sheer greed (though the credits usually have a little something to do with it, too).

Some prowlers set their sights on the most complex security systems, the most dangerous jobs, and the most profitable targets. Most prefer cover of night, when they can slip in and slip out unnoticed, but some make their move in broad daylight, counting on their daring and audacity to protect them from whatever guards the object of their desire. Whatever the preferred method of entry, the prowler always makes sure she is nearly invisible and silent to avoid alerting the authorities to her presence.

Roleplaying Notes

Prowlers can be from almost any walk of life. Some steal because they think they must to survive, while others are the wild children of noble houses determined to rebel against their parents. Any character with the skills, talents, and desire to pursue a life of crime can certainly do so. Their skills often make

them arrogant, but a good prowler knows when she is outmatched. She nevertheless lives to prove that there is no perfect security system, no fortress she cannot infiltrate, and no building she cannot breach.

Prowlers are usually nimble and stealthy, able to move without making noise or attracting attention to themselves. Despite this, many prowlers are almost as conceited as slicers, leaving behind calling cards so that investigators know who committed the burglary. Such calling cards range from a small statue to a card from a sabacc deck, and can be any small common item that the prowler associates with herself. A prowler hailing from a tropical world might leave behind a single leaf from a tropical plant of her home planet as a sign of her presence. Leaving behind a calling card gives the prowler a sense of flair or style, but also provides law enforcement officials with clues to her identity.

Prowlers are often employed by criminal organizations to procure rare and valuable items for purchase or simply for private collections. Some prowlers do sell the items they steal, though many prefer to keep their loot as trophies of a successful heist. On some occasions, well-known prowlers have been hired by organizations such as the Rebel Alliance for missions where their skills in stealth are essential to help retrieve secret plans or erase an important file. Regardless of the particular mission, prowlers typically



Table 2-6: The Prowler

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Scoundrel 1	+0	+0	+2	+0	Scoundrel starting feats, illicit barter	+2	+0
2nd	Scoundrel 1/Soldier 1	+1	+2	+2	+0	Soldier starting feats	+3	+0
3rd	Scoundrel 2/Soldier 1	+2	+2	+3	+0	Lucky (1/day)	+3	+0
4th	Scoundrel 2/Soldier 2	+3	+3	+3	+0	Soldier bonus feat	+3	+1
5th	Scoundrel 3/Soldier 2	+4	+4	+3	+1	Precise attack +1	+4	+2
6th	Scoundrel 3/Soldier 3	+5	+4	+4	+2	Soldier bonus feat	+5	+2
7th	Scoundrel 4/Soldier 3	+6/+1	+4	+5	+2	Skill Emphasis	+5	+2
8th	Scoundrel 4/Soldier 3/ infiltrator 1 ¹	+6/+1	+5	+7	+3	Infiltrator starting feats, covert movement (full speed)	+6	+2
9th	Scoundrel 5/Soldier 3/ Infiltrator 1	+6/+1	+5	+7	+3	Scoundrel bonus feat	+7	+2
10th	Scoundrel 5/ Soldier 3/ Infiltrator 2	+7/+2	+6	+8	+4	Skill mastery	+8	+2
11th	Scoundrel 6/Soldier 3/ Infiltrator 2	+8/+3	+7	+9	+5	Lucky (2/day)	+8	+2
12th	Scoundrel 6/Soldier 3/ Infiltrator 3	+9/+4	+7	+9	+5	Sneak attack +1d6	+8	+3
13th	Scoundrel 6/Soldier 3/ Infiltrator 4	+10/+5	+7	+10	+5	Ambush	+9	+3
14th	Scoundrel 7/Soldier 3/ Infiltrator 4	+11/+6/+1	+7	+10	+5		+10	+4
15th	Scoundrel 7/Soldier 3/ Infiltrator 5	+11/+6/+1	+8	+10	+6	Covert movement (charge)	+10	+4
16th	Scoundrel 7/Soldier 3/ Infiltrator 6	+12/+7/+2	+8	+11	+6	Sneak attack +2d6	+11	+5
17th	Scoundrel 8/Soldier 3/ Infiltrator 6	+13/+8/+3	+8	+12	+6	Skill Emphasis	+11	+5
18th	Scoundrel 8/Soldier 3/ Infiltrator 7	+14/+9/+4	+9	+12	+7	Skill mastery	+12	+5
19th	Scoundrel 8/Soldier 3/ Infiltrator 8	+15/+10/+5	+9	+13	+7	Covert movement (run)	+13	+5
20th	Scoundrel 9/Soldier 3/ Infiltrator 8	+15/+10/+5	+10	+13	+8	Precise attack +2	+14	+5

¹ The infiltrator prestige class is described in Chapter Four: Prestige Classes.

take on such jobs as tests of their own skills in high stakes games that can result in incarceration . . . or worse.

Variant Abilities

Players of prowler characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Advanced Preparations (1st)

Instead of gaining the scoundrel's illicit barter class feature, the prowler gains the ability to study a target in advance and be prepared when it becomes time to strike. If the prowler studies the location she is planning to rob for at least 24 hours, she gains a +2 bonus on all Hide, Move Silently, and Search checks while performing the robbery.

Variant 2: Confidence (5th and 20th level)

Many prowlers are confident to the point of arrogance in their skills, leaving behind a calling card or going to some otherwise reckless length to leave their mark behind. Instead of the scoundrel's precise attack class feature, the prowler gains a morale bonus on her

Will saving throw equal to the bonus for the precise attack class feature.

Variant 3: Agile (9th)

Many prowlers are able to leap and tumble with the ease of an acrobat to avoid security systems. Instead the scoundrel's normal bonus feats, she may choose one from the following list, provided she meets the prerequisites:

Acrobatic, Athletic, Blind-Fight, Dodge, Headstrong, Lightning Reflexes, Low Profile, Nimble, Quickness, Run, Stealthy.

Rebel Officer

The Rebel officer's command has been thrust upon her by the necessities of the struggle against Imperial oppression. Unlike her Imperial counterpart, she almost certainly rose through the ranks of her military organization, learning how to take orders before learning to give them. Further, the Rebel officer may have never *wanted* a command, but felt compelled to accept the promotion only because she knew that she was the best available person for the job. Her sense of



responsibility makes her appreciate the burden her own superiors must carry, and she realizes that she can never put aside her duties until freedom has been restored to the galaxy.

Rebel officers come from a variety of backgrounds, but they all believe in their cause. In engagement after engagement, they have seen their comrades die along with friends, family, and far too many innocent people. The Rebel officer has a respect for life and liberty, and while she is in command, she does not suffer a threat to an innocent bystander, nor will she allow one of her troops to be left behind. She knows the fate of prisoners that the Empire believes know something about the Rebel Alliance, and will not allow her soldiers to be taken captive. Her fierce protectiveness inspires a similar devotion in her troops, and they will not voluntarily leave her in danger, no matter what it costs them.

The archetype presented below reflects how the specific role of the Rebel officer changes from simple soldier to officer to elite commando, according to the needs of the Rebellion. Obviously, the character needs to acquire the skill ranks and feats necessary to advance into both the officer and elite

trooper prestige classes. While a character may find more efficient ways to meet the requirements, this particular progression illustrates a typical Rebel officer's experience.

Roleplaying Notes

The role of Rebel officer is a good choice for a player looking for plenty of combat and the occasional gut-wrenchingly tough command decision. The character is little more than a foot-soldier until 5th level, when she advances to the rank of sergeant. Upon reaching 8th level, the character has been promoted to lieutenant, and may have a small command—perhaps consisting of, or in association with, the other heroes in the group. The very nature of service in the Rebel Alliance means that the Rebel officer's group will regularly be assigned to independent missions, spending a great deal of time out of communication with the rest of the Alliance. This gives them a great deal of freedom to work however they wish. In time, the Rebel officer may become a trusted operative of the Alliance High Command, and perhaps even a ranking officer. If the character is extremely lucky, she'll live long enough to see the end of the Galactic Civil War

Table 2-7: The Rebel Officer

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Soldier 1	+1	+2	+0	+0	Soldier starting feats	+3	+0
2nd	Soldier 2	+2	+3	+0	+0	Soldier bonus feat	+3	+1
3rd	Soldier 3	+3	+3	+1	+1	Soldier bonus feat	+4	+1
4th	Soldier 4	+4	+4	+1	+1	Soldier bonus feat	+4	+1
5th	Soldier 4/Noble 1	+4	+4	+2	+3	Noble starting feats, bonus class skill, favor +1	+4	+2
6th	Soldier 5/Noble 1	+5	+4	+2	+3		+5	+2
7th	Soldier 5/Noble 2	+6/+1	+4	+3	+4	Inspire confidence	+6	+2
8th	Soldier 5/Noble 2/ Officer 1	+6/+1	+5	+4	+5	Leadership	+7	+3
9th	Soldier 5/Noble 2/ Officer 2	+7/+2	+6	+5	+6		+8	+3
10th	Soldier 5/Noble 2/ Officer 3	+8/+3	+6	+5	+6	Requisition supplies	+8	+4
11th	Soldier 5/Noble 2/ Officer 3/Elite Trooper 1	+9/+4	+8	+6	+7	Elite trooper starting feats	+9	+4
12th	Soldier 5/Noble 2/ Officer 4/Elite Trooper 1	+10/+5	+8	+6	+7	Officer bonus feat	+9	+4
13th	Soldier 5/Noble 2/ Officer 5/Elite Trooper 1	+10/+5	+9	+7	+8	Tactics	+10	+5
14th	Soldier 5/Noble 2/ Officer 6/Elite Trooper 1	+11/+6/+1	+9	+7	+8		+10	+5
15th	Soldier 5/Noble 2/ Officer 6/Elite Trooper 2	+12/+7/+2	+10	+8	+9	Weapon Focus	+11	+6
16th	Soldier 5/Noble 2/ Officer 7/Elite Trooper 2	+13/+8/+3	+11	+9	+10	Uncanny survival	+12	+7
17th	Soldier 5/Noble 2/ Officer 8/Elite Trooper 2	+14/+9/+4	+11	+9	+10	Officer bonus feat	+12	+7
18th	Soldier 5/Noble 2/ Officer 9/Elite Trooper 2	+14/+9/+4	+11	+9	+10	Improved tactics	+12	+8
19th	Soldier 5/Noble 2/ Officer 9/Elite Trooper 3	+15/+10/+5	+11	+9	+10	Uncanny dodge (Dex bonus)	+12	+8
20th	Soldier 5/Noble 2/ Officer 10/Elite Trooper 3	+16/+11/+6/+1	+12	+10	+11		+13	+9



REBEL OFFICER

and may become an important figure in the New Republic.

Variant Abilities

Players of Rebel officer characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Expanded Bonus Feat List (2nd, 3rd, and 4th levels)

In addition to the soldier bonus feats listed in the *Star Wars Roleplaying Game*, a Rebel officer can choose from among the following feats as well, provided she meets the prerequisites:

Agile Riposte, Combat Veteran, Defensive Throw, Dual Strike, Improved Feint, Improved Grapple, Off-Hand Parry, Ranged Disarm, Redirect Attack, Superior Expertise, Unbalance Opponent, Weapon Specialization.

All of the above feats are described in Chapter Three: Skills and Feats.

Variant 2: Rebel Training (5th)

By this point in the Rebel officer's career, she is closely linked with the Alliance and has most likely undergone special training with them. Rather than gaining the noble's bonus class skill, the Rebel officer instead acquires the Rebel Training feat (see Chapter Five) even if she doesn't meet the Wisdom requirement.

Variant 3: Inspire Troops (12th and 17th levels)

The heroism of the Rebel officer inspires an unusual amount of confidence and loyalty in the soldiers who serve under her. Instead of a bonus feat for the officer prestige class, the Rebel officer gains the ability to inspire selfless devotion in those troops under her command. At 12th level, if any of the Rebel officer's troops are cowering or panicked (see the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game*), the Rebel officer may, as a full-round action, speak to the troops to renew their courage. At the end of the round, troops within range (see below) can attempt a Will saving throw, with a DC equal to 20 minus the Rebel officer's Reputation bonus. If the save succeeds, the troops are no longer cowering or panicked.

At 17th level, the Rebel officer's ability to inspire the troops invigorates tired troops as well. If any of the Rebel officer's troops are fatigued (see the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game*), the Rebel officer may, as a full-round action, renew their energy by delivering a stirring speech. At the end of the round, troops within range (see below) can attempt a Will save, with a DC equal to 20 minus the Rebel officer's Reputation bonus. If the save succeeds, those affected are no longer considered fatigued. (If the troops become fatigued again afterward, they suffer the effects as normal.) This ability affects all the Rebel officer's allies within sight and voice range (provided they can understand her).

Scrounger

Some people can find value in other people's cast-off junk, and shrewd individuals quickly realize that they can make a living by collecting it. The scrounger is a garbage dump deliver, rescuing what others cast aside, repairing it, polishing it, and putting it up for sale. One being's junk is another one's treasure, and the scrounger specializes in effecting that transition—and profiting from the transaction. He spends equal amounts of time rummaging through scrap yards for salvageable material, tinkering in his repair shop to get it working again, and hawking his refurbished wares in low-end markets. It won't make the scrounger rich, and it certainly isn't glamorous, but it is a living.

As scroungers gain experience, they learn tricks of the trade, such as cannibalizing parts from one broken-down machine to repair or rebuild another. Some can even accomplish fantastic feats of engineering genius, converting valueless scrap into top-of-the-line quality gear better than some factory-produced originals. Sometimes, though, their creations are hit-and-miss: They work fine in the "showroom," but not much longer than that. Scroungers who deal in such flawed merchandise also, not coincidentally, tend to travel a lot—often at very high speeds and under cover of darkness.

25

CHAPTER



Roleplaying Notes

The scrounger combines the qualities of the fringer and the tech specialist, doing with junk what engineers do with factory-fresh equipment. This makes the scrounger useful in the field, where quality components may be in short supply—in essence, the kinds of places that adventurers frequent. The scrounger's facility with Repair checks make him a useful addition to the team, and his ability to "economize" by using second-hand parts more than pays his keep. If the scrounger acquires the Kit-Bashing feat, his already formidable skills become much more potent.

Variant Abilities

Players of scrounger characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Scrounging (1st level)

A scrounger can, instead of gaining the fringer's bonus feat at 1st level, select the ability to scrounge. By spending eight hours searching through a scrap pile, garbage dump, or junk yard, the scrounger can dig up cast-off material that still has some value. The scrounger makes a Search check, and the results determine the general worth of the items he has found:

Skill Check	Value of Scrounged Goods
10–14	2d10 credits
15–19	1d10 × 10 credits
20–24	2d10 × 10 credits
25–29	2d10 × 20 credits
30+	2d10 × 50 credits

This is not automatic profit for the scrounger—he still must find someone to buy the items he's found. The GM, at his discretion, can rule that any given refuse dump can only yield so many credits worth of junk

Table 2-8: The Scrounger

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Fringer 1	+0	+2	+1	+0	Fringer starting feats, bonus bonus feat, bonus class skill	+3	+0
2nd	Fringer 2	+1	+3	+2	+0	Barter	+4	+0
3rd	Fringer 2/ Tech Specialist 1	+1	+3	+3	+1	Tech specialist starting feats, Skill Emphasis	+4	+0
4th	Fringer 3/ Tech Specialist 1	+2	+3	+3	+2	Jury-rig +2	+4	+0
5th	Fringer 3/ Tech Specialist 2	+3	+3	+3	+2	Research	+5	+0
6th	Fringer 4/ Tech Specialist 2	+4	+4	+3	+2	Fringer bonus class skill	+5	+0
7th	Fringer 5/ Tech Specialist 2	+4	+4	+4	+2	Survival +2	+6	+1
8th	Fringer 5/ Tech Specialist 3	+5	+4	+4	+3	Instant mastery	+6	+2
9th	Fringer 6/ Tech Specialist 3	+6/+1	+5	+4	+4	Jury-rig +4	+6	+2
10th	Fringer 6/ Tech Specialist 4	+7/+2	+6	+5	+4	Tech specialty	+6	+2
11th	Fringer 7/ Tech Specialist 4	+8/+3	+6	+6	+4	Fringer bonus feat	+7	+2
12th	Fringer 8/ Tech Specialist 4	+9/+4	+7	+6	+4	Bonus class skill	+7	+2
13th	Fringer 8/ Tech Specialist 5	+9/+4	+7	+6	+4	Expert	+8	+2
14th	Fringer 9/ Tech Specialist 6	+9/+4	+7	+6	+5	Jury-rig +6	+8	+3
15th	Fringer 9/ Tech Specialist 6	+10/+5	+8	+7	+6		+8	+3
16th	Fringer 10/ Tech Specialist 6	+11/+6/+1	+9	+8	+6	Survival +4	+9	+3
17th	Fringer 11/ Tech Specialist 6	+12/+7/+2	+9	+8	+6		+9	+3
18th	Fringer 12/ Tech Specialist 6	+13/+8/+3	+10	+9	+7	Bonus class skill	+10	+3
19th	Fringer 12/ Tech Specialist 7	+14/+9/+4	+10	+9	+7		+11	+4
20th	Fringer 13/ Tech Specialist 7	+14/+9/+4	+10	+9	+7	Jury-rig +8	+11	+5



SCROUNGER

before it is tapped out. (A small dump might yield up no more than 250 credits worth of material, larger dumps no more than 1,000 credits. The largest dumps might have as much as 5,000 credits worth of salvageable junk.)

Variant 2: Fixer-Upper (5th level)

The true art of scrounging is in knowing how various pieces of useless junk can fit together to make something greater. Instead of gaining the tech specialist's Research ability, the scrounger gains the ability to apply the value of scrounged goods toward the construction of items using the Craft skill (without first selling the items or trading them for working parts). This also applies to the construction of mastercrafted items.

Variant 3: Stroke of Genius (13th level)

Sometimes a scrounger even surprises himself. Instead of gaining the tech specialist's Expert ability, when using the tech specialist's mastercraft ability, the scrounger can substitute his Repair skill for his Craft skill for the final Craft check to complete an item. If the scrounger applies his jury-rig bonus from fringer levels to this check, however, the item functions as intended only until the end of the scene or encounter, as per the jury-rigging rules. After that, it no longer functions at all. (See Repair in Chapter Four of the *Star Wars Roleplaying Game*.)

Shipjacker

Few objects in the galaxy are more valuable than starships. Not only do they have a high price tag, they are also the essential mode of transportation for most interstellar travelers. Like any valuable object, though, they attract thieves. Shipjackers are more common than lawmakers care to admit. In fact, some military organizations, such as the Rebel Alliance, employ shipjackers as a means of undermining the enemy's space fleet.

Roleplaying Notes

Independent shipjackers typically steal starships for the money. A talented shipjacker usually receives a large chunk of the black market sales of the starship. Very few shipjackers actually do the job completely alone; rather working in pairs or groups of three, though some teams of shipjackers have even more members (though these larger teams typically specialize in large transports and capital-scale ships). Shipjacking groups often work freelance on a contractual basis due to the fact that selling stolen starships is risky business. Usually, a stolen starship is taken to a larger organization that alters its sensor profile and transponder codes before sale. A group of shipjackers may bring on a slicer or mechanic to alter a ship before sale, but most prefer to stick to the actual theft and leave the technical aspects to others.

Other shipjackers are employed by military organizations and corporations to disrupt the spacefaring activities of their opponents and competitors. The Rebel Alliance is probably the most famous organization to have made use of shipjackers. Using their unique talents, Rebel shipjackers break into Imperial shipyards and steal prototype starfighters, shuttles carrying command codes, and even the occasional *Nebulon-B* frigate or *Corellian Corvette*. During the Clone Wars, the Confederacy of Independent Systems frequently contacted shipjacking groups to sow chaos among the citizens of the Old Republic. Some exceptionally vicious businessmen have from time to time hired shipjackers to steal cargo haulers and escort ships to not only deplete their opponents' resources but also to reduce consumer confidence in their competitors. Expert shipjackers have at times become the most sought after of the galaxy's saboteurs and mercenaries, occasionally finding work even with otherwise legitimate employers.

Shipjackers use specialized tools to steal ships of all sizes from their respective owners. Fusion cutters, hatch dismantlers, security code crackers, slave circuits, and ion guns are all typically found in the shipjacker's arsenal. The shipjacker is a mastery of grand theft starship, and the best of them can crack the codes to the cockpit door, override the pilot's security roadblocks, disengage any slave circuits and physical restraint devices, and bluff their way past starport control towers within a matter of moments. Shipjackers also make excellent starship defenders; they are trained in



SHIPJACKER

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close-quarters combat (for fending off the ship's crew), they are well versed in anti-security measures (for disabling ship systems), and they often have a unique knowledge of tactics (for overthrowing a crewed starship and surviving a space engagement).

Variant Abilities

Players of shipjacker characters may select from among the following variant class abilities, with the permission of their GM.

Table 2-9: The Shipjacker

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Soldier 1	+1	+2	+0	+0	Soldier starting feats	+3	+0
2nd	Soldier 1/Scout 1	+1	+3	+1	+1	Scout starting feats, bonus feat	+3	+0
3rd	Soldier 2/Scout 1	+2	+4	+1	+1	Soldier bonus feat	+3	+1
4th	Soldier 3/Scout 1	+3	+4	+2	+2	Soldier bonus feat	+4	+1
5th	Soldier 3/Scout 2	+4	+5	+3	+3	Trailblazing	+4	+1
6th	Soldier 4/Scout 2	+5	+6	+3	+2	Soldier bonus feat	+4	+1
7th	Soldier 5/Scout 2	+6/+1	+6	+3	+2		+5	+1
8th	Soldier 5/Scout 3	+7/+2	+6	+3	+2	Heart +1	+6	+1
9th	Soldier 6/Scout 3	+8/+3	+7	+4	+3	Soldier bonus feat	+6	+2
10th	Soldier 7/Scout 3	+9/+4	+7	+4	+3		+7	+2
11th	Soldier 7/Scout 4	+10/+5	+7	+4	+3	Uncanny dodge (Dex bonus)	+7	+3
12th	Soldier 8/Scout 4	+11/+6/+1	+8	+4	+3	Soldier bonus feat	+7	+3
13th	Soldier 9/Scout 4	+12/+7/+2	+8	+5	+4		+8	+3
14th	Soldier 9/Scout 5	+12/+7/+2	+9	+6	+5	Skill mastery, extreme effort	+9	+3
15th	Soldier 10/Scout 5	+13/+8/+3	+10	+6	+5	Soldier bonus feat	+9	+4
16th	Soldier 11/Scout 5	+14/+9/+4	+10	+6	+5		+10	+4
17th	Soldier 11/Scout 6	+15/+10/+5	+10	+6	+5	Evasion	+10	+4
18th	Soldier 12/Scout 6	+16/+11/+6/+1	+11	+7	+6	Soldier bonus feat	+10	+4
19th	Soldier 13/Scout 6	+17/+12/+7/+2	+11	+7	+6		+11	+4
20th	Soldier 13/Scout 7	+18/+13/+8/+3	+12	+8	+7	Uncanny dodge (can't be flanked)	+12	+4

Variant 1: Hot Wire (2nd level)

Instead of gaining the scout's Trailblazing feature, the character gains the ability to "hot wire" electronic devices to bypass security measures. By physically taking apart an electronic device and altering the wiring, the character may break computer security (as described under the Computer Use skill) using the Repair skill if the appropriate tools are available. Some electronic systems (such as microcomputers) cannot be hot wired due to the complex nature of their construction.

Variant 2: Zero-G Combatant (8th level)

In the weightlessness of space, combat takes place in three dimensions, making it more difficult to hit a moving target that knows how to manipulate the weightless environment. Instead of the scout's Heart ability, the character gains a +1 dodge bonus to Defense in a zero-g environment. The player must declare that she is using this ability when an opponent declares an attack against her but before the attack is resolved.

Variant 3: Marauder (14th level)

Raiders and pirates are not uncommon on the space lanes, and many large groups have several well trained and extremely talented members. Instead of the scout's skill mastery feature, the character gains the ability to designate a starship against which she gains a +2 bonus on any attack rolls while attempting to disable the ship (either with ion weapons or by targeting certain ship systems). The target must be declared before combat begins and cannot be changed until that ship is disabled or until combat is over.

Spirit Adept

On worlds far removed from hyperdrive routes and galactic events, the Force is understood only in terms of local superstitions and traditions. In primitive cultures where the accepted belief system includes ancestor worship, the will of the Force seems like the murmurings of ancient spirits to those who can perceive it.

The spirits of the ancestors grant strength and vision to the chosen ones who can hear their voices and who heed their counsel. These "spirit adepts" learn to perceive the spirits, to focus their energies, and to call upon their power. The spirits give adepts the power to look into the hearts and minds of others and to walk in the spirit world. Frequently, the spirits speak of the future and the past, and of other worlds beyond the sky.

But not all spirits are wise and kind. Some whisper dark secrets, tempting the unwary into performing evil acts. The dark spirits give their worshipers the power to hurl bolts of lightning and to choke the life out of others from afar. Dark spirit adepts have been corrupted by the evils of their ancestors, and, if not stopped, can wreak terrible havoc across the land.

Roleplaying Notes

Spirit adepts occasionally find a way off their homeworld and travel out among some of those "other worlds beyond the sky" that the spirits described. Filled with both wonder and horror at what they find, spirit adepts face the conflict between wanting to return home and making certain that the rest of the galaxy never learns of the existence of their homeworld, and wanting to explore and meet others like themselves. Some, guided by the compassion of the

Table 2-10: The Spirit Adept

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Force Adept 1	+0	+1	+1	+2	Force adept starting feats, Force training	+3	+0
2nd	Force Adept 1/Fringer 1	+0	+3	+2	+2	Fringer starting feats, bonus feat, bonus class skill	+4	+0
3rd	Force Adept 2/Fringer 1	+1	+4	+3	+3	Force training	+5	+0
4th	Force Adept 2/Fringer 2	+2	+5	+4	+3	Barter	+6	+0
5th	Force Adept 3/Fringer 2	+3	+5	+4	+3	Force adept bonus feat	+6	+0
6th	Force Adept 4/Fringer 2	+4	+5	+4	+4	Force training	+6	+0
7th	Force Adept 4/Fringer 3	+5	+5	+4	+5	Jury-rig +2	+6	+0
8th	Force Adept 5/Fringer 3	+5	+6	+5	+5	Force weapon +1d8	+7	+1
9th	Force Adept 6/Fringer 3	+6/+1	+6	+5	+6	Skill Emphasis	+7	+1
10th	Force Adept 7/Fringer 3	+7/+2	+7	+6	+6	Comprehend speech	+8	+1
11th	Force Adept 7/Fringer 4	+8/+3	+8	+6	+6	Fringer bonus class skill	+8	+1
12th	Force Adept 7/Fringer 5	+8/+3	+8	+7	+6	Survival +2	+9	+2
13th	Force Adept 8/Fringer 5	+9/+4	+8	+7	+7	Force talisman +2	+9	+2
14th	Force Adept 8/Fringer 6	+10/+5	+9	+7	+8	Jury-rig +4	+9	+2
15th	Force Adept 9/Fringer 6	+10/+5	+9	+7	+8	Force adept bonus feat	+9	+3
16th	Force Adept 9/Fringer 7	+11/+6/+1	+9	+8	+8	Fringer bonus feat	+10	+3
17th	Force Adept 9/Fringer 8	+12/+7/+2	+10	+8	+8	Fringer bonus class skill	+10	+3
18th	Force Adept 9/Fringer 9	+12/+7/+2	+10	+8	+9	Jury-rig +6	+10	+4
19th	Force Adept 10/Fringer 9	+13/+8/+3	+11	+9	+10		+11	+4
20th	Force Adept 11/Fringer 9	+14/+9/+4	+11	+9	+10	Force secret	+11	+4

spirits, feel a strong urge to use their magic to fight the influence of the dark spirits in the galaxy at large, where common citizens are blissfully ignorant of the evils lurking unseen among them.

Once removed from their native surroundings and educated in the true nature of the Force, spirit adepts could become powerful Jedi. But by the time most of them are discovered, they have become set in their ways and are too old to begin the training. Before the rise of the Emperor and the Jedi Purges, spirit adepts who found their way into Republic space could be identified, introduced to the Jedi, and reeducated in the true ways of the Force. Their homeworlds could become Republic protectorates until the natives were technologically and culturally advanced enough to become full members of the galactic community. The spirit adepts could then return home to help their people through the transition or act as cultural ambassadors in the galaxy at large.

With the Emperor's purge of the Jedi and all things related to the Force, spirit adepts who venture away from home quite often become one with the spirits. The Empire's zero-tolerance policy toward Force-users means that adepts are quickly identified, detained, and then never heard from again. (Although a few of the more malleable ones might find their way into the Emperor's service.) With the Empire's defeat at the Battle of Endor, spirit adepts have a brighter future. The Empire no longer has the resources to hunt

Force-users as they once did, and the New Republic actually invites such individuals to join Luke Skywalker's Jedi Academy on Yavin 4. The arrival of the Yuuzhan Vong some two decades after the Battle of Endor heralds a new dark time for spirit adepts, who find themselves once again hunted. In some cases, their formerly remote worlds lie directly in the path of the rapacious invaders.

Variant Abilities

Players of spirit adept characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Spellcaster (1st level)

The spirit adept's particular tradition involves a great deal of ritual. The character gains the Spellcaster feat at 1st level in place of one of her Weapon Group Proficiency feats, but gets that specific weapon feat as an additional option on her list of bonus feats (for both fringer and Force adept).

Variant 2: Second Sight (7th, 14th, and 18th level)

Rather than learning about jury-rigging machines, spirit adepts turn their attention to the mystical realm. Instead of gaining a bonus on Repair checks with the jury-rig special ability, a spirit adept gains an equivalent bonus on See Force checks.

Variant 3: Spirit Counsel (2nd, 11th, and 17th level)

The spirit adept has learned to draw upon the experiences of the spirits to see past or current events through their eyes. Rather than gaining a bonus class skill, the spirit adept gains a +2 bonus on Farseeing checks. These bonuses stack, so that at 17th level, the spirit adept has a total +6 bonus on her Farseeing checks.

Urban Adept

The typical portrait painted of a Force adept is that of a sorcerer, witch, or shaman on some backwater world who uses rituals and spells to access the power of the Force. While many Force adepts fit this stereotype, some powerful untrained Force-users grew up in civilized worlds and entirely urban areas.

At the height of the Jedi Order's power, most children with even a hint of Force-sensitivity on a civilized world were taken to Coruscant to begin Jedi training. Despite this custom, some worlds simply did not have a significant Jedi presence, or occasionally a Force-sensitive child might escape the Jedi Order's notice. These Force adepts never develop their powers as fully as the Jedi or even adepts on backwater worlds with formal—if primitive—Force traditions. Nevertheless, what they lose in Force training they make up for with other useful skills and talents that result from their civilized upbringing.

30

CHAPTER



SPIRIT ADEPT

DMW

Table 2-11: The Urban Adept

Level	Class Levels	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	Force Adept 1	+0	+1	+1	+2	Force adept starting feats, Force training	+3	+0
2nd	Force Adept 1/Noble 1	+0	+1	+2	+4	Noble starting feats, bonus class skill, favor +1	+3	+1
3rd	Force Adept 2/Noble 1	+1	+2	+3	+5	Force training	+4	+1
4th	Force Adept 3/Noble 1	+2	+2	+3	+5	Force adept bonus feat	+4	+1
5th	Force Adept 3/Noble 2	+3	+2	+4	+6	Inspire confidence	+5	+1
6th	Force Adept 4/Noble 2	+4	+2	+4	+7	Force training	+5	+1
7th	Force Adept 5/Noble 2	+4	+3	+5	+7	Force weapon +1d8	+6	+2
8th	Force Adept 5/Noble 3	+5	+4	+5	+7	Favor +2, resource access	+6	+2
9th	Force Adept 6/Noble 3	+6/+1	+4	+5	+8	Skill Emphasis	+6	+2
10th	Force Adept 7/Noble 3	+7/+2	+5	+6	+8	Comprehend speech	+7	+2
11th	Force Adept 7/Noble 4	+8/+3	+5	+6	+9	Coordinate +1	+7	+3
12th	Force Adept 8/Noble 4	+9/+4	+5	+6	+10	Force talisman +2	+7	+3
13th	Force Adept 9/Noble 4	+9/+4	+5	+6	+10	Force adept bonus feat	+7	+4
14th	Force Adept 9/Noble 5	+9/+4	+5	+7	+10		+8	+4
15th	Force Adept 10/Noble 5	+10/+5	+6	+8	+11		+9	+4
16th	Force Adept 11/Noble 5	+11/+6/+1	+6	+8	+11	Force secret	+9	+4
17th	Force Adept 11/Noble 6	+12/+7/+2	+7	+8	+12	Noble bonus feat	+9	+4
18th	Force Adept 12/Noble 6	+13/+8/+3	+8	+9	+13	Skill Emphasis	+10	+4
19th	Force Adept 13/Noble 6	+13/+9/+3	+8	+9	+13	Force weapon +2d8	+10	+5
20th	Force Adept 13/Noble 7	+14/+9/+4	+8	+10	+13	Favor +3	+11	+5

Roleplaying Notes

Urban adepts are quite familiar with technology and make extensive use of weapons such as blasters. They often use technology to augment what they can do with the Force and vice-versa. Urban Force-users sometimes develop a supernatural ability to focus on their targets with an intensity only possible through the calm of the Force, and as a result they can make seemingly impossible shots.

Those Force adepts who come from civilized worlds take as many different forms as those who come from the more primitive planets. Some use their powers for the good of their people, acting as defenders or peacekeepers. They might be law enforcement officials, sector defense pilots, or criminal investigators. More hard-edged members of society prefer a form of vigilante justice, treading dangerously close to the dark side. Lone warriors such as these don't operate within the bounds of the law, preferring to take justice into their own hands but still acting out of a desire to help the people. Evil urban Force-users use their talents for personal gain, becoming bounty hunters, criminal overlords, assassins, thieves, and smugglers.

Regardless of the path they choose, urban adepts are exceedingly rare and prefer to keep their talents hidden. Most urban Force-users tend to keep a low profile, since overtly revealing their powers to society at large can result in prejudice, persecution, discovery by the Jedi or the Empire's Inquisitors, or other complications most would prefer to avoid.

Variant Abilities

Players of urban adept characters may select from among the following variant class abilities, with the permission of their GM.

Variant 1: Civilized Adept (1st level)

Instead of starting with the Force Adept's Weapon Group Proficiency (primitive weapons), a character may take the Weapon Group Proficiency feat for slugthrowers or blaster pistols (as befits the character's background). Additionally, the Computer Use and Gather Information skills replace the Handle Animal and Survival class skills.

Variant 2: Force Target (9th and 18th level)

Force adepts who prefer the use of ranged weapons to melee weapons develop a Force-guided trance that guides their aim and makes their shots more accurate. Instead of gaining the Force adept bonus Skill Emphasis feat at 9th level, the Force adept may choose a specific ranged or melee weapon with which he is proficient. When using that weapon, he may apply his Wisdom ability modifier in the place of his Dexterity modifier when calculating the attack bonus.

At 18th level, the character may choose another specific weapon with which he is proficient (a melee weapon if a ranged one was selected previously and vice versa) to gain the same benefit.

Variant 3: Vanish (10th level)

Out of necessity, some Force-users learn to mask their power to avoid detection by those who would wish them harm. Instead of the Force adept's Comprehend Speech ability, the urban adept gains a +3 bonus on all Force Stealth checks. Additionally, the duration of each use is increased by 1 minute for every Force adept level of the character.





CHAPTER THREE

SKILLS AND FEATS | 3



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In the *Star Wars Roleplaying Game*, characters differ from one another through choices of skills and feats. The existing *Star Wars Roleplaying Game* skills and feats provide a solid foundation to build nearly any kind of character, but additional options may help to refine a specific character concept. In this chapter, you'll find new uses for the skills your heroes already have as well as new feats for them to explore.

Gamemasters are strongly encouraged to look through this chapter and discuss the new material with their play groups. Some feats may be inappropriate for the nature of the campaign, and the GM may wish to disallow them. Some new skill uses may also fall beyond the boundaries of the campaign. At the very least, players should check with their GMs before they select any of these feats for their heroes, or try new uses for old skills during play.

Old Skills, New Tricks

The skill system in the *Star Wars Roleplaying Game* is designed as a broad-use mechanic, so that every skill can have multiple applications as the Gamemaster deems fit. However, alternative uses for skills beyond the descriptions in the *Star Wars Roleplaying Game* are not always evident. The examples below provide suggestions for skill use.

Each entry begins with a brief overview of the more common uses of the skill, followed by one or more unusual uses you might not have thought of (and, in some cases, clarifications on frequently misunderstood uses of the skill). Unless otherwise noted, the details regarding retries, special rules, and time are unchanged from the *Star Wars Roleplaying Game* descriptions.

Bluff (Cha)

You can make the outrageous or untrue seem plausible. This skill encompasses conning, fast-talking, misdirection, prevarication, and misleading through body language. Use a bluff to sow temporary confusion, get someone to turn his head in the direction you point, or simply to look innocuous.

Seduction: You can use Bluff to convince members of the opposite sex to believe that your romantic intentions are sincere (assuming that they aren't). You make a Bluff check opposed by the target's Sense Motive. Success allows you to persuade him or her to do a small favor for you, such as looking the other way when you do something suspicious, or providing you with information that is meant to be secret. This form of seduction is only temporary; this use of Bluff is not the way to another person's heart. It only ensures their complicity for a short time.

This action cannot be performed during combat.

Sending a Secret Message: You can use Bluff to send and understand secret messages while seemingly speaking about other topics. Two Bothan spies might suspect that their comlink channels are being monitored, for example, and decide to pass along information about their mission while appearing to be discussing the price of grains from Agamar. Passing along a basic message ("Meet me at noon in the usual place") has a DC of 10. Complex messages ("Bring your blaster pistol, but only if you think you can get here without being searched") or messages trying to communicate new information ("Meet me an hour earlier than usual, in the tapcafe down the street from the usual place") have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion. The GM should always roll such Bluff checks in secret. If the message is being communicated from one hero to another, the sender should write the message down and give it to the GM, who in turn makes the secret Bluff check, then copies the note and hands the copy to the intended recipient.

Climb (Str)

You can scale a cliff, get to a window on an upper story of a building, climb up an antenna array, or even simply climb a rope or ladder.

Grab My Arm! You can catch someone who is falling past you. If you can make a melee touch attack against someone falling within your reach, you may then attempt a Climb check ($DC = \text{wall's DC} + 10$) to prevent that person's fall. (The DC for catching someone falling on a slope is the slope's DC +5.) If you fail the Climb check, you fail to stop the person's fall. If you fail by 5 or more, you fall as well. The person's total weight (including equipment) cannot exceed your heavy load, or you automatically fall.

Computer Use (Int)

You can access computer systems and write or modify computer programs, reprogram droids, and override or bypass computer-controlled devices. Computer Use is also used to operate shipboard systems that aren't controlled with the Pilot or Astrogate skills. This includes ship's sensors, internal security, and communications.

Shipboard Security: A ship's internal security systems are capable of opening or shutting doors, activating or deactivating alarms, and so on. On most smaller ships, these functions are handled from the



bridge or cockpit, although larger ships have dedicated security stations. Operating security systems from a designated post is easy (Computer Use, DC 10). Accessing them from other terminals on the ship may be possible, but it's also more difficult (Computer Use DC 20). If two different characters are attempting to control security systems, they must make opposed Computer Use checks; anyone using a security station gains a +5 bonus.

Communications: Day-to-day communications tasks (hailing a nearby ship, using a subspace transceiver, accessing a hypertransceiver, contacting an individual comlink, and so on) are accomplished with a Computer Use check (DC 10). HoloNet transceivers are much more complicated devices, requiring a Computer Use check (DC 15) to accomplish these same tasks (although their effective range is unlimited).

Scramble Communications: Computer Use can be used to establish scrambled communications. This is done with opposed Computer Use checks between the person sending the message and anyone attempting to intercept or unscramble it. The superior quality of a hypertransceiver gives a +2 circumstance bonus on such checks; a HoloNet transceiver gives a +4 circumstance bonus.

Cover Tracks: A slicer illegally accessing a computer system can conceal his involvement by altering the system's usage records. By making a Computer Use check (DC 20), you can alter your own identifying information. This imposes a -5 penalty on any attempt made to identify you should your activities be detected, even after the fact.

Clarification on Gaining Access: Though much slicing is performed via the HoloNet or similar communications network, not all computer systems throughout the galaxy are linked to the communications network at large. Those seeking access to a given computer system have two options: physical and remote access.

Physical access requires a computer interface (generally a monitor and some sort of control system, such as a keyboard) physically attached to the system. In some cases, the computer interface is already on site; at other times, the slicer may need to connect to the network through a designated access jack. Getting to the interface might force the slicer to sneak into a person's office or tap into a network junction somewhere on site. Accessing the system in this way could require Bluff or Disable Device checks to gain entry. Repair or Disable Device checks to work on the network junction, and a variety of other skills, before the first Computer Use check on the system can be attempted.

Remote access requires two Computer Use checks. The first check (DC 10) is needed to locate the site on the network. The second is a check to break computer security (as outlined in the Computer Use skill). Once you've succeeded with both checks, you've accessed

the site and may begin conducting searches, writing or altering programs, or operating associated remotes.

Craft (Int)

You can make things.

Clarification on Estimating Costs: You do not need to make a Craft check to estimate the construction cost of an item. You ordinarily do this anyway when determining the cost of an item you are constructing.

Addition: The list of Craft skills should also include cybernetics as an option. This allows characters to create cybernetic components.

Disguise (Cha)

Use this skill to change your appearance or someone else's. A disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted prosthetics or costumes are utilized. You can also impersonate people, either individuals or types.

Disguise Object: You can use this skill to temporarily change the appearance of an object, so that it is not immediately evident what function the object actually serves. This use of the skill requires time and some additional material to "dress up" the object:

Size of Character or Vehicle

	Time Required
Tiny and smaller	1d6 × 5 minutes
Small to Large	1d8 × 10 minutes
Huge to Colossal	1d10 × 20 minutes

Size of Starship

	Time Required
Fine	1d8 × 10 minutes
Diminutive to Small	1d10 × 20 minutes
Medium-size to Large	2d8 × 30 minutes
Huge	2d6 hours
Gargantuan	4d6 hours
Colossal	8d6 hours

The object's disguise can include an apparent change of height or weight of no more than one-tenth the original unless specially crafted accessories are utilized. Your Disguise check result is opposed by the Search checks of anyone looking at the item, or otherwise searching in the area in question. The GM makes the Disguise check for you secretly, so that you're not sure how well the object's disguise holds up to close examination. (This is not the same as putting an object completely out of sight, which is an application of the Hide skill as noted below.)



Escape Artist (Dex)

You use this skill to slip out of binders or other manacles, wriggle through tight spaces, or escape the grip of other beings.

Retrieve: You can retrieve objects from tight spaces. As with moving through such spaces yourself, you may attempt an Escape Artist check (DC 30) to reach into a space where your hand fits, but your arm ordinarily doesn't. Obviously, the maximum distance you can reach into a tight space in this fashion is limited by the length of your appendage (about 1 meter for most Medium-size creatures). If the object is physically incapable of passing through the opening, your attempt automatically fails.

Gather Information (Cha)

You can use this skill to make contacts in an area, find out local gossip, spread rumors, and collect general information.

Chain of Command: You can get a broad overview of the command structure of an organization: who the officers or leaders are; how many layers of command exist between the highest-level officers and the average footsoldier (or entry-level operative); how to identify ranks within the organization; and what kind of authority the various ranks have. Discovering the names of specific members of the organization adds +10 to the DC of the Gather Information check, and acquiring their locations adds another +5.

The more secretive the organization, the more difficult this information is to obtain. Publicly recognized organizations are much easier to learn about than organizations that officially don't exist at all. You can only obtain this information if someone in the community actually knows it. At the GM's discretion, the local community may be completely ignorant of an organization operating in their area. (If a pirate crew is using the remote and long-abandoned monastery a thousand kilometers away, and no one outside the organization knows they are there, the average citizen can't provide any information about their command structure.)

Handle Animal (Cha)

You can drive a team of beasts of burden, teach a predator to stand guard, raise a wild animal as a pet, or teach an animal tricks (such as "speaking" or playing dead).

Organic Technology: You can operate organic technology, such as that utilized by the Yuuzhan

Vong. A Handle Animal check, in this application, allows you to immediately grasp not only the function of organic tools, but to quickly work out how to operate them with a prior demonstration. The basic DC for most such attempts is only 10, but the GM may rule that more complex organisms call for a higher DC.

Hide (Dex)

You can sink into the shadows and proceed unseen, approach a guard post under cover of trees and brush, or tail someone through the speeder lanes of Coruscant without being noticed.

Conceal: You can conceal an item in a location where it can't be easily found. Your Hide check result is opposed by the Search checks of anyone looking for the item, or otherwise searching in the area in question. The GM makes the Hide check for you secretly, so that you're not sure how well the object is concealed. (This is not the same as disguising an object as something else, which is an application of the Disguise skill, or hiding an item on your person, which is an application of the Sleight of Hand skill.)

Tailing: You can use the Hide skill to avoid notice as you are following someone else. When tailing someone, you make a Hide check opposed by their Spot check whenever the target changes direction or stops. If the target's Spot check equals or exceeds your Hide check, they become aware of you.

A target aware of being tailed has the option of trying to lose the pursuer, or perhaps to lure the pursuer into a trap. To lose the pursuer, the target can attempt a Hide check opposed by the pursuer's Spot check. If the target's Hide check exceeds the pursuer's Spot check, the pursuer has lost track of the target. (The pursuer can scan the area in hopes of reestablishing pursuit, however—or simply go to where he believes he can locate the target again.)

To lure the pursuer into a trap (which can be anything from an ambush to a pointless chase), the target can attempt a Bluff check as an attack action, opposed by the pursuer's Sense Motive check. If the pursuer's check is higher, he realizes that the target is aware of him and is attempting to mislead him, and can react accordingly. The GM should roll both checks in secret; the player should not know if the Sense Motive succeeded or failed (regardless of whether his character is the pursuer or the target).

Table 3-1: Chain of Command

Organization	DC	Cost
Public	10	50
Private	15	100
Exclusive	20	250
Secretive	25	500
"Nonexistent"	30	1,000

Examples

Local government, social club, labor guild
Jedi Order, commerce guild, private club, military
Hutt family, "invitation-only" club, local criminals
Rebel Alliance, espionage agency, criminal cartel
Black Sun, "shadow" government, secret police



Intimidate (Cha)

You can use this skill to get someone to do something he doesn't want to do, through verbal threats, force of will, and imposing body language.

Demoralize: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check as a move action, opposed by the target's level check. If you beat your target's result, the target character suffers a -2 penalty on attack rolls. This effect lasts for 1 round. The target must be within 10 meters and able to perceive you to be intimidated in this way. You cannot demoralize an unintelligent being (a being with an Intelligence score of 0).

Listen (Wis)

You can use this skill to hear approaching enemies, detect someone sneaking upon you from behind, or eavesdrop on a conversation.

Clarification on Overheard Conversations: Hearing someone talking in a normal voice is a DC 0 Listen check, modified (like all Listen checks) by the distance from the source. Hearing a whisper is a DC 5 Listen check. In both cases, you can actually understand what is being said (assuming you understand the language) if your Listen check exceeds the DC by 10 or more.

Move Object (Int)

You can use this skill to move objects and living beings using the Force.

Force Jump: You can use the Force to add extra power to your leaps. By spending 4 vitality points while using the Jump skill, you can add your ranks in Move Object to your Jump check result. If you use this option, your maximum jump distance is doubled for that Jump check.

Force Fall: You can also use the Force to fall safely. When you intentionally jump down from a height, you may attempt a Jump check (DC 15) to reduce the effective total distance by 4 meters. (See the Jump skill in Chapter Four of the *Star Wars Roleplaying Game*.) By expending 4 vitality points, you can add your ranks in Move Object to your Jump check result, and for every 3 points by which you beat the Jump check DC of 15, you can reduce the effective distance fallen by another 4 meters.

Multi-target: You can lift or move multiple objects simultaneously, provided they are all within 4 meters of each other. This requires a full-round action (rather than a move or attack action). The base DC and vitality cost is set by the heaviest object in the group, and each additional object (regardless of its size) adds +2 to the DC and 2 to the vitality point cost. A target can't be struck by multiple objects as part of the same action.

Fine Manipulation: The control of Move Object is generally not so delicate that you can operate machinery via the Force—at least, not as easily as doing it manually. When you wish to move only part

of an object, such as pushing a button or pulling a lever, you may do so with a Move Object check against DC 10 (expending 1 vitality point) as a move action. If the object is physically held by a resisting individual, the individual makes a Will saving throw (DC 5 + your Force-user level) to foil your attempt (though you still spend the move action and the vitality point). You can use the multi-target option above in conjunction with this application, perhaps flicking several switches or pushing several buttons simultaneously.

If you use this ability to activate a weapon (say, pulling the trigger on a blaster, or igniting a lightsaber), you have no control over its effect. That is, you cannot pull the trigger on a holstered blaster to have it shoot the wearer in the foot. At best, you could hope for a moment's distraction by activating the weapon. An obvious exception is if you have prearranged for the weapon to be pointing at your target (for example, by tying a lightsaber under someone's chin, with the blade end facing up). In such a case, the weapon deals damage as normal. (Remember that melee attacks against helpless defenders gain a +4 bonus, and the helpless defender gains no Dexterity bonus to Defense; in fact, his Dexterity is treated as 0, giving him a -5 penalty to Defense. The GM might rule that a particularly secure arrangement that completely immobilizes the defender allows an attack of this sort to work like a coup de grace.)

Forcing Locks: In addition to manipulating switches and levers, you can perform simple mechanical operations such as opening doors, hatches, and lids. If the object is secured by a lock, however, the task becomes more difficult. The GM should determine the strength of the lock, using Table 8-13: Damaging Objects (in the *Star Wars Roleplaying Game*) and subtracting 5 from the break DC. (Locks are generally a little easier to break than entire doors.) Thus, a standard lock on a wooden door breaks with a Move Object check of DC 10, while a metal door lock has a DC of 30 and a blast door lock has a DC of 40. GMs can rule that specific doors have better or worse locks than the standard variety.

Sense Motive (Wis)

You can use this skill to tell when someone is lying to you. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

Combat Readiness: You get a good idea of an opponent's general combat skill. This use of the skill requires you to spend a minimum of 3 rounds observing an opponent who is engaged in combat. You can take no other actions in that time other than moving your normal movement rate. You must keep your subject in view at all times. The DC is 20 +1 for every character level your opponent has attained. If successful, you gain a +4 bonus on your first attack roll against the observed opponent. This attack must come within 24 hours of the observation, or the bonus is lost. You cannot gain this bonus against the



same opponent twice unless the character's level changed since you last observed him. When using this ability in a vehicle or starship combat, the DC of the check is 20 + the character level of the vehicle's or starship's commander.

Discern Strategy: You can assess a combat situation and determine its true purpose. Using this ability is a full-round action. The DC is 15 +1 for every opponent you face. If successful, you determine your opponents' true motive (distract you, delay you, or simply destroy you). When using this ability in a vehicle or starship combat, the DC is 15 +1 for every vehicle or ship you face. (A starfighter wing counts as one ship for this purpose.)

Sleight of Hand (Dex)

You can lift a purse and hide it on your person, palm an unattended object, or perform some feat of adroitness with an object no larger than a hat or a loaf of bread.

Drop: You can also use Sleight of Hand to place an object on someone without their knowledge, or to release an item without anyone noticing (such as putting a blaster on a table under a napkin, or putting a sedative into someone's drink). The target makes a Spot check to detect the attempt. To drop the item, you must get a check result of 20 or higher, regardless of the opponent's check result. The opponent detects the drop attempt if his check result beats your check result, whether or not you drop the item.

Conceal Weapon or Item: This application of the Sleight of Hand skill can be performed untrained. It allows you to conceal a Medium-size or smaller weapon, or any other item of similar size (such as a datapad or code cylinder), on your body. To conceal a weapon or other object, make a Sleight of Hand check. If you are not rushed or under unusual constraints, you may take 10. The object's size applies a modifier to the check result: Fine +12, Diminutive +8, Tiny +4, Small +0, Medium-size -4.

Other characters may casually notice a concealed weapon with a successful Spot check (DC = the Sleight of Hand check result). Characters actively searching for concealed weapons make a Search check instead, with a +4 circumstance bonus for the hands-on act of frisking the target.

Telepathy (Wis)

You can contact another being telepathically and send short messages and images to their mind.

Force Boost: You may create a Force link between yourself and another being that augments their ability to use Force skills. When you target a character with this use of the Telepathy skill, that character gains a +2 Force bonus on all Force skill checks, and, when using any Force technique (see Chapter Eight: The Force) the vitality point multiplier is reduced by 1. This use of the Telepathy skill is a full-round action.

Treat Injury (Wis)

You can use this skill to help characters that have been hurt by damage, poison, or disease.

Diagnose: You can assess the level of injury someone else has sustained—determining whether the other person is dazed, knocked out, stunned, out of vitality points, poisoned, diseased, and so on. The DC for this check is 10. If you fail the check by 5 or more, the GM may decide that you have misdiagnosed the ailment, generally by assuming that it is less serious than it appears. The GM should roll this check in secret. This check can also determine whether someone is alive or not.

New Feats

The range of specialized talents and abilities in the galaxy is as vast as the galaxy itself. Several new feats appear below. Look for more feats in Chapter Five.

Agile Riposte

You have learned to strike when your opponent is most vulnerable: at the same instant your opponent strikes you.

Prerequisite: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent you have designated as your Dodge target (see the Dodge feat) makes a melee attack or melee touch attack against you and misses, you may take an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.



Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Special: A soldier, Jedi consular, or Jedi guardian may select this feat as one of his class bonus feats.

Aristocrat's Honor

You come from the aristocracy, where honor is a vital part of everyday life—despite the fact that so many nobles constantly plot against one another. You, however, are a paragon of honor, though if you should ever fail to live up to noble standards, the consequences could be unpleasant.

Prerequisite: Noble level 1st.

Benefit: You gain a +1 bonus to your Reputation. This bonus increases to +2 when dealing with other nobles.

If you break your word to another noble, you immediately become infamous. You can remove this stain on your honor (and no longer be considered infamous) by expending 1 Force Point the next time you advance a level.

Special: This feat may only be taken at 1st level. With the GM's permission, you may take it when you acquire your first level of the noble class.

Armor Familiarity

You are accustomed to wearing a particular suit or type of armor and are less hindered by it due to experience.

Prerequisite: Proficient with the specific armor.

Benefit: When wearing a single type of armor, such as padded battle armor, all armor check penalties are reduced by 1 and your maximum Dexterity bonus to Defense increases by 1.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of armor.

Artistic

You come from a culture in which the arts, philosophy, and music have a prominent place in society. You may be from Alderaan, Obroa-skai, Vortex, Naboo, or one of Coruscant's more upscale districts.

Benefit: You gain a +2 aptitude bonus on all Entertain checks and to one Craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or weaving.

Special: This feat may only be taken at 1st level.

Blasterslinger

You are incredibly fast when drawing a blaster from its holster, and can shoot a target in the blink of an eye.

Prerequisite: Dexterity 13, Quick Draw, Weapon Group Proficiency (blaster pistols).

Benefit: Whenever you roll the highest initiative score at the beginning of combat, you gain a surprise action prior to your regular actions if you use the surprise action to fire a blaster pistol. If you have already taken a surprise action for this combat, you gain no additional benefit.

Card Shark

You have exceptional skill when playing games such as sabacc and can manipulate the deck with great ease.

Benefit: You gain a +2 aptitude bonus on all Gamble and Sleight of Hand checks.

Climate Specialization

Because you've spent so much time surviving in a particular climate, you're especially good at negotiating its hazards.

Prerequisite: Fringer level 5th.

Benefit: Choose a terrain type from the following list: airborne, aquatic, arctic, desert, forest, jungle, plains, subterranean, tundra, urban. You gain a +2 aptitude bonus on Survival, Hide, and Search checks made in that type of climate.

Special: You may select this feat multiple times. Each time you do, it applies to a different climate.

Combat Veteran

Your experiences with firefights and the up-close, ugly face of war have taught you how to keep your cool in stressful situations.

Prerequisite: Wisdom 13, at least three Weapon Group Proficiency and/or Exotic Weapon Proficiency feats.

Benefit: Designate any non-Force skill when you select this feat. You may take 10 when making a skill check with this skill, even if stress and distractions would normally prevent you from doing so.

Normal: You cannot take 10 except in nonstressful situations where you are not in any particular danger.

Special: You may select this feat multiple times. Each time you do, it applies to a different skill.

A soldier character may select this feat as one of his soldier bonus feats.

Consular's Guidance

Your experience with diplomats and other leaders has demonstrated to you the value of cooperation, and you try to apply that lesson wherever you can.

Prerequisite: Jedi consular level 5th.

Benefit: Whenever you can aid others and provide direction, you provide a +2 bonus on the task at hand by making a successful aid another check. This bonus is in addition to the normal +2 aid another bonus.

Special: This ability can't be used to assist in combat. It is not cumulative with the bonus granted by the noble's coordinate ability.





DEFENSIVE THROW

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Contact

You have friends who can occasionally afford to lend you their aid.

Prerequisite: Noble level 5th.

Benefit: You gain a contact. See the rules on Favors and Contacts in Chapter Twelve of the *Star Wars Roleplaying Game*.

Special: You may take this feat multiple times. Each time, you gain a different contact.

Cosmopolitan

You have spent part of your life in an area known for its cultural diversity, such as Coruscant, Nar Shaddaa, the Corporate Sector, and so on. Your exposure to multiple cultures has significantly broadened your horizons.

Benefit: Choose a non-Force skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new non-Force skill.

Cybernetic Surgery

You can perform the surgical procedures necessary to graft mechanical components onto living flesh.

Prerequisite: Treat Injury 8 ranks, Surgery.

Benefit: You can make a Treat Injury check to install cybernetic prosthetics on a living being. See Cybernetics in Chapter Six: Equipment for more information.

Dark Power (Force Feat)

Your dark side abilities are keenly honed.

Benefit: You gain a +2 aptitude bonus on Drain Energy and Force Lightning checks.

Defensive Throw

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisite: Dexterity 13, Combat Reflexes, Dodge, Improved Martial Arts, Improved Trip.

Benefit: If the opponent you are dodging (as per the Dodge feat) makes a melee attack against you and misses, you can make an immediate improved trip attack against that opponent as an attack of opportunity.

This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Diplomatic Immunity

Your government (or one with which you are affiliated) has a diplomatic treaty with another government. While you are within the territory of the other government, you are effectively immune to their laws—up to a point.

Benefit: Select a recognized political entity, such as the Empire, the Hapan Consortium, the Corporate Sector, the Old Republic, or the New Republic. (You cannot select the Hutt because of the unpredictable nature of Hutt justice.) If you are arrested for a crime while within the borders of that political entity, you can make a Diplomacy check to invoke your diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how the authorities react if you succeed. See Table 3-2: Diplomatic Immunity for Diplomacy check DCs based on the severity of the crime.

Special: If you fail the check by more than 10, you lose the benefits of this feat until you advance a level.

You must be affiliated with a recognized political body to take this feat. You cannot select a government with which your political body is at war. If war breaks out between the two governments, you lose the benefits of this feat until hostilities are suspended.

A noble may select this feat as one of her noble bonus feats.

Table 3-2: Diplomatic Immunity

Severity of Crime	Example	Diplomacy Check DC	Effect of Successful Diplomacy Check
Class 5	Disturbing the peace, public intoxication, noninjurious traffic violation	15	-2 on subsequent Diplomacy checks in that area
Class 4	Possession of controlled substance, injurious traffic violation, operating a business without a license, operating a vehicle without a license, operating a starship without a license, assault (without a deadly weapon)	20	-5 on subsequent Diplomacy checks in that area
Class 3	Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon	25	-10 on subsequent Diplomacy checks in that area
Class 2	Murder/manslaughter, fraud or smuggling, assault against a public official, trafficking in controlled substances	30	Deportation within 2d6 hours
Class 1	Conspiracy against the government, murder of a public official, sabotage of public utilities	35	Detention pending diplomatic action by character's affiliated government

Dual Strike

Your combat teamwork makes you a more dangerous foe.

Prerequisite: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally flank an opponent, you get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

Special: A soldier or Jedi guardian may take this feat as one of his bonus feats.

Extended Rage

Your rage lasts longer than it normally would.

Prerequisite: Ability to rage.

Benefit: Each time you rage, the effects of the rage last 5 rounds longer than the normal duration.

Special: You can select this feat multiple times. Each time you do, add 5 rounds to the duration of the rage and the post-rage fatigue.

Extra Lucky

You have exceptional luck.

Prerequisite: Lucky class feature.

Benefit: You gain one additional use of the lucky special quality per day.

Guardian's Guidance

You've learned to direct others in battle, increasing their overall effectiveness.

Prerequisite: Jedi guardian level 5th.

Benefit: The circumstance bonus you grant by exercising the aid another maneuver in combat is increased to +4.

Normal: If you are in a position to attack an opponent who is engaged in melee combat with your ally, you can attempt to aid your ally as an attack action. You make an attack roll against a Defense of 10. If you succeed, your ally gains a +2 circumstance bonus that can either be applied to his next attack roll against that opponent or to his Defense when next attacked by that opponent (your choice).

Gun Crew Chief

You are accustomed to commanding starships and their crews, and have learned to use your talent for leadership to its full ability when in space engagements.

Prerequisite: Inspire confidence class feature.

Benefit: When using the inspire confidence class feature on a starship's crew, those affected by the ability deal one more damage die of the appropriate type with starship weapons. For example, when firing a weapon that deals $4d10 \times 2$ points of damage normally, an inspired character deals $5d10 \times 2$ points of damage with that weapon.

Normal: A character without this feat only grants a +1 bonus to damage regardless of the type of weapon being used.

Impersonator

You are able to create a new identity for yourself or assume the role of another being with great skill.

Benefit: You gain a +2 aptitude bonus on all Disguise and Forgery checks.

Improved Effort

Making an extreme effort doesn't take as much out of you.

Prerequisite: Scout level 5th.

Benefit: You do not become fatigued after using the extreme effort class ability.

Normal: After making an extreme effort, the scout becomes fatigued until the end of the current encounter.

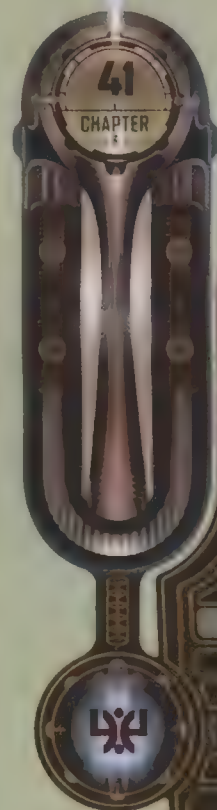
Improved Feint

You are skilled at misdirecting your opponent's attention in combat.

Prerequisite: Intelligence 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action. You also get a +2 bonus on Bluff checks made to feint in combat.

Normal: Feinting in combat requires an attack action.



Special: A soldier or Jedi guardian may select this feat as one of his bonus feats.

Improved Grapple

You are skilled at grappling opponents.

Prerequisite: Dexterity 13, Improved Martial Arts.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks (regardless of whether you started the grapple).

Normal: Characters without this feat incur an attack of opportunity when they make a touch attack to start a grapple.

Special: A soldier may select this feat as one of his soldier bonus feats.

Improved Overrun

You are skilled at knocking down opponents.

Prerequisite: Strength 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on the Strength check to knock down your opponent.

This feat does not grant you more attacks of opportunity than you are normally allowed in a round.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Special: A soldier may select this feat as one of his soldier bonus feats.

Improvisational Fighting

In your hands, everything is an effective weapon.

Prerequisite: Dexterity 15, Martial Arts.

Benefit: You do not suffer the usual -4 penalty for wielding an improvised weapon. The range increment for thrown objects is still 4 meters.

Normal: When wielding an improvised weapon, you take a -4 penalty on attack rolls. Hurling improvised weapons have a range increment of 4 meters.

Inventor

You are able to design and create items of exceptional quality and can do so with ease and confidence.

Prerequisite: Tech specialty (mastercrafter).

Benefit: When using the mastercrafter class feature, you are only required to pay 1/3 the ordinary item's cost in XP.

Normal: A character without this feat must pay 1/2 the ordinary item's cost in XP to make a mastercraft item.

Kinetic Combat (Force Feat)

You have learned to remotely manipulate a weapon, fighting with it at a distance as though it were in your hands.

Prerequisite: Intelligence 15, Move Object 12 ranks.

Benefit: As a full-round action, you can wield a melee weapon with the power of the Force at a



distance of up to 10 meters from you, as though you were wielding it in your hands. Initially, you can make only one attack with the weapon. As your control improves, you may attack with the weapon more often (up to the limit of your normal attacks per round, determined by your base attack bonus), though fighting in this fashion always requires a full-round action.

Move Object Ranks	Attacks per Round
12	1
15	2
18	3
21	4

Attacks against the weapon treat it as a carried object. (See Table 8–11: Size and Defense of Objects, in the *Star Wars Roleplaying Game*.)

Normal: Move Object can only move or lift weapons (and other objects), not fight with them.

Special: A Jedi guardian may select this feat as one of her Jedi guardian bonus feats.

Kinetic Might (Force Feat)

Your telekinetic powers pack a little more punch than normal.

Benefit: You gain a +2 aptitude bonus on Force Strike and Move Object checks.

Kit-Bashing

Your technical expertise allows you to assemble simple devices out of scavenged parts.

Prerequisite: Intelligence 15, Repair 8 ranks.

Benefit: By cannibalizing available components from other equipment, you can construct a primitive, limited-use version of a weapon, electronic device, or very rudimentary vehicle. The device you build has only a limited lifespan, after which the components become useless for any other purpose (including

further kit-bashing). Thus, for example, if you remove the energy cell from a comlink to create a crude vibrodagger, at the end of the weapon's lifespan, the energy cell cannot simply go back into the comlink to make that device useable again.

Use Table 3–3: Kit-Bashing to determine the Repair check DC, the components needed, the time required to finish construction, and the operational lifespan of the device you construct.

Special: You must have a Craft specialty related to the device you are attempting to build. For example, to build a crude datapad, you must have the Craft (electronic devices) skill.

A fringer can select this feat as one of his fringer bonus feats.

Lesser Blindsight

You can sense nearby opponents in the darkness.

Prerequisite: Wisdom 15, base attack bonus +4, Blind-Fight.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 2 meters away from you. Concealment and darkness are irrelevant, though you cannot discern nonphysical beings.

Lithe

You are particularly flexible and poised.

Benefit: You gain a +2 aptitude bonus on all Balance and Escape Artist checks.

Merchant Trader

You come from a family that excels at a particular trade and knows the value of any kind of trade good or commodity.

Benefit: You gain a +2 aptitude bonus on all Appraise checks and a +2 aptitude bonus on checks in one Craft skill of your choice.

Special: This feat may only be taken at 1st level.

Table 3–3: Kit-Bashing

Device	Repair DC	Components Needed	Time Needed	Operational Lifespan
Blaster pistol ¹	18	Barrel, power pack, trigger, collimating crystal	30 minutes	1 shot per point of Int bonus
Breath mask	13	Mouthpiece, regulator, air supply	5 minutes	1 minute per point of Int bonus
Comlink	13	Acoustic sensor, speaker, energy cell	10 minutes	1 minute per point of Int bonus
Datapad	13	Display, interface, energy cell	30 minutes	5 minutes per point of Int bonus
Fusion lantern	13	Chemical reactant, energy cell	5 minutes	5 minutes per point of Int bonus
Glow rod	10	Chemical reactant	1 minute	10 minutes per point of Int bonus
Ion pistol ¹	15	Barrel, ion accelerator, trigger, power pack	10 minutes	1 shot per point of Int bonus
Speeder ²	23	Repulsorlift engine, fuel, thrusters, brakes, power pack	12 hours	1 hour per point of Int bonus
Stun baton	13	Metal club, power pack, grip	5 minutes	1 attack per point of Int bonus
Vibrodagger	15	Blade, energy cell, handle	10 minutes	1 attack per point of Int bonus

¹ Ranged weapons constructed in this fashion have half their normal range increment.

² Treat this as a speeder bike similar to the Ikaros-Adno 22-B Nightfalcon, except that it has a speed of 40 meters, a maximum velocity of 150 km/h, and 10 hull points (with no DR).





Mounted Combat

You are skilled in mounted combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Defense Bonus if it's higher than the mount's regular Defense).

Special: A soldier can choose this feat as one of his soldier bonus feats.

Off-Hand Parry

You use your off-hand weapon to defend against melee attacks.

Prerequisite: Dexterity 13, base attack bonus +3, Ambidexterity, Two-Weapon Fighting, proficiency with weapons.

Benefit: When fighting with two melee weapons, you can designate a melee opponent during your action and receive a +2 equipment bonus to Defense against attacks from that opponent. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose this bonus.

Peacemaker (Force Feat)

You are skilled at calming emotions and getting even the angriest people to listen to reason.

Benefit: You gain a +2 aptitude bonus on Diplomacy and Friendship checks.

Perfect Memory

You have an excellent recall of obscure details.

Prerequisite: Intelligence 15.

Benefit: You may make an Intelligence check with a +4 aptitude bonus to recall stray information about notable people, popular rumors, or noteworthy places. You may not take 10 or 20 on this check. The relative obscurity of the information sets the DC of the check: DC 10 for common knowledge (known to most), DC 20 for uncommon details (known to locals or scholars), DC 25 for obscure data (known to a rare few), and DC 30 for extremely obscure information (forgotten lore).

Political Pull

You are able to use your influence and connections to get what you want with all possible speed.

Prerequisite: Noble level 6th.

Benefit: You gain a +2 bonus on all favor checks and a +2 bonus on all Charisma checks when using the resource access feature when dealing with politicians.

Powerful Presence (Force Feat)

You have a knack for getting the message across.

Benefit: You gain a +2 aptitude bonus on Intimidate and Telepathy checks.

Primal Sympathy (Force Feat)

You have a natural understanding of the most basic emotions of sentient beings and animals alike.

Benefit: You gain a +2 aptitude bonus on Empathy and Handle Animal checks.

Ranged Disarm

You can disarm from a distance.

Prerequisite: Dexterity 13, Point Blank Shot, Precise Shot, base attack bonus +10.

Benefit: Choose one type of ranged weapon with which you are already proficient. You can perform the disarm action with this weapon. You do not draw an attack of opportunity when you attempt to disarm an opponent from a distance, but you do suffer a -4 penalty on the attack roll. You must be within 10 meters of the target to use this feat. Your weapon is considered Medium-sized for the purpose of the opposed attack roll.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

Redirect Attack

You can redirect melee attacks toward adjacent enemies.

Prerequisite: Dexterity 13, Dodge.

Benefit: Once per round, when you are missed by a melee attack from an opponent designated as your Dodge target, you may redirect the attack to any other character adjacent to you and within the reach of the attacker. The attacker must roll a new attack roll for the redirected attack, using the same modifiers as the missed attack.

Special: A soldier or Jedi guardian may select this feat as one of his bonus feats.

Resist Poison

You have built up a resistance to the effects of poisons by exposing yourself to controlled doses of various toxins.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

Ride-By Attack

You are skilled at fast attacks while riding an animal.

Prerequisite: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Special: A soldier can choose this feat as one of his soldier bonus feats.

Rogue Heritage

You come from a long line of scoundrels, pirates, smugglers, and outlaws. You tend to think beyond rules and laws and easily adapt to adversity.

Benefit: You gain a +1 bonus on all Bluff, Gamble, and Intimidate checks when dealing with an individual affected (either positively or negatively) by your reputation.

Special: This feat may only be taken at 1st level.

Self-Sufficient

You can take care of yourself in harsh environments and situations.

Benefit: You gain a +2 aptitude bonus on all Survival and Treat Injury checks.

Special: A fringer or scout may select this feat as one of his bonus feats.

Shadow

You have a better chance than most to tail someone unnoticed.

Benefit: You gain a +2 aptitude bonus on Hide and Spot checks.

Shady Merchant

You know someone who buys stolen merchandise, a "fence" who specializes in reselling merchandise of dubious origin. He might be an otherwise legitimate businessman, a smuggler, a crime broker, or even a minor crime lord. Of course, selling stolen merchandise to a fence means that you sacrifice some of the merchandise's total value in exchange for unloading the goods quickly—which can be crucial if the authorities are actively looking for them and you don't want any incriminating evidence (such as stolen property) lying around.

Benefit: A fence can take delivery of stolen merchandise within 2d4 hours, plus 1d4 hours per 5,000 credits of the merchandise's total value. (Delivering 25,000 credits worth of stolen weapons to a fence requires 6d4 hours before the fence is ready to accept it.) The fence pays 30% of the merchandise's value, but with a Diplomacy check (to which the scoundrel's illicit barter ability applies), the fence agrees to pay more, as follows:

Diplomacy Check Result	Fence pays:
5–9	35%
10–14	40%
15–19	45%
20–24	50%
25–29	55%
30–34	60%
35–39	65%
40+	70%

Normal: Without this feat, finding someone to buy stolen goods requires a Gather Information check (usually DC 20 for "restricted" information), with no guarantee that the sale isn't a trap.



Special: A scoundrel may select this feat as one of his scoundrel bonus feats.

Skeptical

You have a knack for separating truth from opinion and perception.

Prerequisite: Wisdom 13.

Benefit: You gain a +2 aptitude bonus on all Gather Information and Sense Motive checks.

Spellcaster (Force Feat)

You learned the Force with the erroneous belief that it is magical in nature. This colors not only your perceptions of how it works, but how to access and apply it.

Prerequisite: Force-Sensitive.

Benefit: Using a Force skill or feat costs you one less than the normal vitality cost. However, activating a Force skill or feat requires a full-round action (unless it ordinarily requires longer) and provokes an attack of opportunity if you are in a threatened square when you begin the activation. If you take damage during the activation of the skill or feat, you lose the vitality required for the activation, and the skill or feat has no effect.

Special: You must take this feat at 1st level, or before you take your first level of Force adept. A character with levels in a Jedi class may not take this feat. A Force adept with this feat who later becomes a Jedi may still use the feat until her Jedi level equals or exceeds that of her Force adept level.

Spirited Charge

You are trained at making a devastating mounted charge.

Prerequisite: Ride 1 rank, Mounted Combat, Ride By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a spear, cеста, or other polearm).

Special: A soldier can choose this feat as one of his soldier bonus feats.

Street Smart

You have lived among the scum of the galaxy, in a place such as Tatooine, Kessel, or nearly anywhere in Hutt Space. You have learned how to keep informed, ask questions, and interact with the underworld without getting into trouble.

Benefit: You gain a +2 aptitude bonus on all Bluff and Gather Information checks.

Special: This feat may only be taken at 1st level.

Stunning Strike

You know how to incapacitate opponents using unarmed strikes by hitting them in vulnerable areas.

Prerequisite: Dexterity 13, Wisdom 13, Improved Martial Arts, base attack bonus +8.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + one-half your character level + your Wisdom modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until right before your next action). A stunned character can't act, drops anything he is holding, loses any Dexterity bonus to Defense, and suffers a -2 penalty to Defense. You may attempt a stunning strike once per day for every four levels you have attained, and no more than once per round. Creatures immune to critical hits cannot be stunned by the stunning attack.

Special: A soldier or Jedi guardian may select this feat as one of his bonus feats.

Superior Expertise

You have mastered the art of defense in combat.

Prerequisite: Intelligence 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Defense bonus, the number you subtract from your attack and add to your Defense bonus can be any number that does not exceed your base attack bonus.

Normal: Without this feat, the number you can subtract from your attack and add to your Defense can be no greater than +5.

Special: A soldier or Jedi guardian may select this feat as one of his bonus feats.



LIGHTSABER FORM IV

JVF

Surefooted

Because you are so good at finding the best path, surface conditions rarely slow you down.

Prerequisite: Dexterity 13.

Benefit: The speed penalties you suffer for hampered movement (see Table 6-8: Hampered Movement, in Chapter Six of the *Star Wars Roleplaying Game*) are adjusted up by 1/4. Very bad surfaces only slow you to 1/2 speed (rather than 1/4 speed), bad surfaces and heavy obstructions only slow you to 3/4 speed (rather than 1/2 speed), and moderate obstructions don't slow you down at all.

Technical Wizard

You are well trained in the sciences of mechanics and engineering.

Benefit: You gain a +2 aptitude bonus on Repair checks and to one of the following Knowledge skills: physics, engineering, or technology.

Trade Route Familiarity

You know the quickest paths along a trade route and are able to shave valuable time off of hyperspace travel.

Prerequisite: Astrogate 3 ranks.

Benefit: When calculating hyperspace travel times, you gain a +4 bonus on all Astrogate checks if both the starting point and destination are along a known hyperspace trade route.

Unbalance Opponent

You are skilled at keeping your opponents off balance in melee combat.

Prerequisite: Defensive Martial Arts, base attack bonus +6.

Benefit: During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his or her Strength bonus on attack rolls when targeting you. (If the opponent has a Strength penalty, he or she still suffers that penalty.)

The opponent's Strength modifier applies to damage as usual.

You can select a new opponent on your next turn.

Up the Walls (Force Feat)

You can run on walls for brief distances.

Prerequisite: Wisdom 13, Force-Sensitive, Control, Burst of Speed.

Benefit: You can take part of one of your move actions on a wall, as long as you begin and end your move on the floor. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on the floor, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as a normal floor for the purposes of measuring your movement, but not for where you can begin or end your move. Shifting from a horizontal surface to a vertical surface (and vice-versa) costs 2 meters of movement. Opponents

on the floor do not get attacks of opportunity as you move up the wall within areas they threaten.

For example, Ydnen, a Jedi Padawan, has a speed of 10 meters (when he is not using his Burst of Speed feat). If he begins his action standing next to a wall, he could run up the wall at a 45-degree angle ("diagonally") for 2 meters, move 2 meters horizontally along the wall, and move 2 meters straight down the wall, ending his move next to the wall. (He spends the remaining 4 meters of movement moving from floor to wall—which costs 2 meters—and wall to floor—which costs another 2 meters.) He then takes his attack normally against an opponent there, and potentially sets up flanking for his comrades. If there had been a ledge on the wall within range, Ydnen could have ended his move on it instead of returning to the floor.

Special: You can take other move actions in conjunction with moving on a wall. For instance, the Spring Attack feat allows you to make your attack from the wall against a foe standing on the floor who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could Tumble along the wall to avoid attacks of opportunity.

Weapon Specialization

Choose one type of weapon, such as blaster pistol, for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon. You can choose "unarmed strike" or "grapple" for your weapon for purposes of this feat.

Prerequisite: Proficient with weapon, Weapon Focus with weapon, Soldier level 5th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

A soldier may soldier this feat as one of his soldier bonus feats.

Worldwise

You have visited many worlds and studied their native languages and customs.

Benefit: You gain a +2 aptitude bonus on all Knowledge (world lore) checks. Additionally, you may make an Intelligence check (DC 13 for common languages, 15 for uncommon languages, 18 for rare languages) to recognize and use basic phrases of a language you do not speak. Examples of such simple phrases include "hello," "goodbye," "thank you," "I am peaceful," "don't shoot," or any other basic phrases the Gamemaster allows.

Martial Arts Feats

Throughout the galaxy, a number of beings have come to rely upon their hands, feet, claws, tentacles, and other appendages in combat above any other

weapon they may have at their disposal. A blaster might run out of power, and a lightsaber might sputter and die if not properly maintained, but a martial artist's weapons are active as long as the being is able to fight back.

The various martial arts forms evolved both independently of each other and through intermingling with other styles. Many alien races have unique styles that developed alongside their evolution, rarely taught to outsiders and often particular to the species' unique physiology. Some styles, especially the more recently invented ones, are created through the sharing of talent and philosophies from the far reaches of the galaxy. Regardless of their origins, martial arts forms are strict disciplines with deadly potential. The forms are described below under each style's base feats.

Using Martial Arts Feats

The various effects conferred by the following feats represent the use of a particular style of martial arts. Since each style is unique in both origin and technique, only those who study martial arts extensively can use more than one style at a time. In a situation where martial arts feats of more than one style apply, the player must choose only one style for the character to use. For example, the K'thri feat and the Stava Expertise feat could both apply to one situation; however, the player must choose to gain the benefits of either one or the other feat, but not both simultaneously, since they are from the same style. The martial arts master prestige class, presented later in this book, may combine styles to use multiple feats.

Echani

Echani is a martial arts style that became the official technique of Emperor Palpatine's Royal Guards. The style is thought to have its origins in the style practiced by the Sun Guards of Thyrsus, but Palpatine had experts modify the original techniques to make them more deadly. The brutal echani style is full of jabs, chops, kicks, and other quick and dangerous strikes, focusing on deadliness over finesse.

Prerequisite: Martial Arts.

Benefit: When making melee attacks against a prone target, increase the critical threat range of the attacks by 1 (for example, from 19–20 to 18–20).

Special: The increased threat range granted by this feat does not stack with the increased threat range granted by the Improved Critical feat.

Echani Expertise

Your knowledge of the echani style allows you to inflict deadly damage to grappled opponents.

Prerequisite: Base attack bonus +9, Echani, Improved Martial Arts, Martial Arts.

Benefit: As a full-round action, you may attempt a single coup de grace attack on a character you have pinned in a grapple as though the target were prone. You deal your normal unarmed combat damage when making the coup de grace. If you fail to kill the target, he automatically escapes the grapple.

Echani Mastery

As a master in the echani martial arts style, you are adept at making your most effective strikes even more potent.

Prerequisite: Advanced Martial Arts, Echani, Echani Expertise, Improved Martial Arts, Martial Arts.

Benefit: Any time a character with this feat scores a threat on an unarmed attack, the character gains a +4 bonus on his attack roll to confirm the critical hit.

K'tara

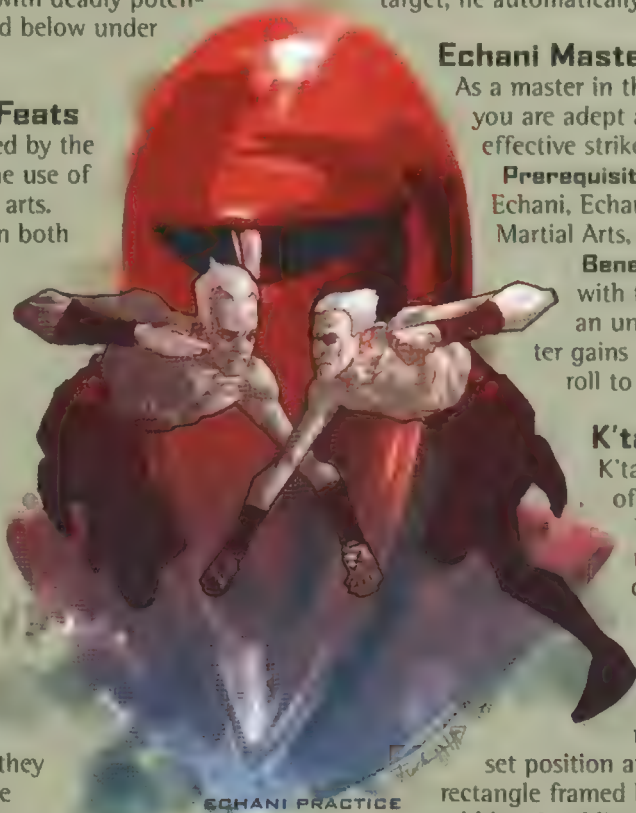
K'tara is a martial arts style often practiced by Special Forces units in order to maximize damage to an opponent while minimizing the amount of noise made by the attack.

K'tara focuses on short, quick motions. Most maneuvers begin from the

set position and move within a small rectangle framed by the target's shoulders and hips. A soldier using the K'tara style can quietly disarm an opponent and reduce him to unconsciousness within a single round of combat, attracting little attention. This martial arts style emphasizes stealth.

Prerequisite: Martial Arts.

Benefit: If you successfully hit a flat-footed opponent with an unarmed attack, the opponent is unable to speak or make any kind of noise with his vocal cords for 2d4 rounds; this includes shouting warnings or raising alarms. A successful Fortitude save (DC 15) reduces the number of rounds the victim is unable to speak by half (round down). Creatures immune to critical hits and creatures without vocal cords (such as droids) cannot be affected.



K'tara Expertise

Your knowledge of the K'tara style of fighting lets you disarm opponents with ease.

Prerequisite: K'tara, Martial Arts.

Benefit: When attempting to disarm an opponent with an unarmed attack, the target does not gain the +4 bonus on his attack roll for holding a larger weapon. If the weapon is held in two hands, the bonus is reduced from +4 to +2.

K'tara Mastery

As an adept in the K'tara martial arts form, you may use an unarmed attack to attempt to daze an opponent.

Prerequisite: Advanced Martial Arts, Improved Martial Arts, K'tara, K'tara Expertise, Martial Arts.

Benefit: Declare that you are using the feat before you make your attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + your character level), in addition to dealing damage normally. If the defender fails his saving throw, he is dazed for 3 rounds. A dazed character can take no actions but can defend against attacks normally. You may attempt a daze attack once per level per day, and no more than once per round. Multiple daze attacks against the same creature do not stack (but the creature can be dazed again once the effect wears off). Creatures immune to critical hits cannot be dazed by the K'tara Mastery attack.

K'thri

K'thri is a special martial arts style that dates back to the days of the Old Republic, but has survived into The New Jedi Order era. The style gained popularity in many parts of the Galactic Republic as a type of sport. Professional athletes competed to see who had the greatest mastery over the style, with some competitors garnering great wealth and fame from their success. The style is somewhat flashier than others, since its practitioners were often entertainers as much as martial artists. The K'thri style focuses on speed and rapid, fluid attacks, with wide sweeping motions accompanying quick jabs and a good deal of fancy footwork.

Prerequisite: Martial Arts.

Benefit: When unarmored and fighting unarmed, you may strike with one extra attack at the expense of accuracy. When doing so, you may make one extra attack in a round at your highest base attack, but this attack and each other attack made that round suffer a -2 penalty. For example, a 4th-level soldier has a single attack at a base attack bonus of +4. Using the K'thri feat, the soldier would have two attacks, at +2 and +2 respectively.

The -2 penalty applies for 1 round, so it affects attacks of opportunity made before your next action. You must use the full-attack action to strike with the K'thri feat.

K'thri Expertise

You are well versed in K'thri techniques and can open up opponents to future attacks.

Prerequisite: Improved Martial Arts, K'thri, Martial Arts.

Benefit: When making a successful unarmed attack against an opponent, you gain a +2 bonus to damage on your next attack against that opponent in the same round (if you successfully hit). This does not carry over to attacks the following round, nor is the bonus cumulative. For example, a 16th-level soldier has four attacks in a round. While fighting unarmed, he successfully hits with his first, second, and fourth attacks. He gains a +2 bonus on damage to his second attack, but not to his third attack (which misses) or his fourth attack, since his third attack missed.

K'thri Mastery

As a grand master of K'thri martial arts, you can execute swift and powerful maneuvers against an opponent.

Prerequisite: Advanced Martial Arts, Improved Martial Arts, K'thri, K'thri Expertise, Martial Arts.

Benefits: Your ability to make extra attacks improves. In addition to the standard single extra attack you gets from the K'thri feat, you get a second extra attack, albeit at an additional -5 penalty to your base attack. These attacks and each other attack made that round suffer the normal -2 penalty for the K'thri feat. For example, a 12th-level soldier gets three attacks at base values of +12/+7/+2. If he uses the K'thri Mastery feat, he gets five attacks at a base attack bonus of +10/+10/+5/+5/+0.

Stava

The Noghri fighting style known as Stava has spread throughout the galaxy since the liberation of the Noghri from the grip of the Empire. Unlike some species-specific martial arts, the Noghri have been able to teach their particular style of fighting to Humans, Twi'lek, and even Wookiees. The style is very physical, often bringing the combatants into close contact. Stava combat utilizes full-body tackles, throws, and full-arm blows, as well as the powerful jabs and snap kicks commonly used in instances where close combat is ineffective. Stava is a quick and dangerous style, and in unarmed combat an opponent using it can often act before the target has a chance to react.

Prerequisite: Martial Arts.

Benefit: When executing a charge attack action while unarmed, you gain one additional attack, albeit at a -5 penalty.

Normal: You may make only a single attack on a charge.

Stava Expertise

Using the Stava martial arts style, you can charge an opponent with great force.



Prerequisite: Improved Martial Arts, Martial Arts, Stava.

Benefit: When you make a successful unarmed attack against an opponent during a charge attack action, double your Strength bonus when calculating damage. For example, a character with 14 Strength would apply a +4 bonus to damage instead of the normal +2 bonus when using this feat.

Stava Mastery

As a master of the Stava fighting style, you can deal a devastating blow to an opponent.

Prerequisite: Advanced Martial Arts, Improved Martial Arts, Martial Arts, Stava, Stava Expertise.

Benefit: As a full-round action, instead of making a full attack, you may make a single unarmed attack against an opponent. If the attack is successful, you deal the maximum unarmed damage on the attack. For every 5 points of base attack bonus, you gain an additional +2 bonus on damage. (A 15th-level soldier would deal +6 points of damage to his unarmed Stava Mastery attack.)

Teräs Käsi

The martial arts form known as Teräs Käsi is an extremely rare ancient art. The form's origins are found on the world of Bunduki in the Pacanth Reach, populated by a near-Human species known as the Epicanthix. The Followers of Palawa are a secretive sect of hermits that guard the teachings of Teräs Käsi. It is unknown whether or not the Followers created the martial arts style, but nearly all Teräs Käsi masters learned the style by journeying to Bunduki to learn from these keepers. The name Teräs Käsi actually means "steel hands," referring to the damage and toughness of the martial artist's unarmed attacks. The style focuses on power and strength, including varying levels of damage depending on the force that is applied to the attacks. The style is unique, and masters are few and far between.

Prerequisite: Martial Arts.

Benefit: Once per day, you may ignore an opponent's damage reduction when calculating damage of all your unarmed attacks for 1 round.

Teräs Käsi Expertise

You are able to block melee weapons with your bare hands.

Prerequisite: Defensive Martial Arts, Improved Martial Arts, Martial Arts, Teräs Käsi.

Benefit: When fighting unarmed against an opponent wielding a melee weapon, you may ready an action to deflect a single attack. You must be aware of the attack and cannot be flat-footed. If you succeed at a Reflex save (DC 20), you suffer no damage from the attack. You can use this feat once per round.

Teräs Käsi Mastery

As a master of the Teräs Käsi martial arts style, your hands hit with powerful force.

Prerequisite: Advanced Martial Arts, Defensive Martial Arts, Improved Martial Arts, Martial Arts, Teräs Käsi, Teräs Käsi Expertise.

Benefit: When making an unarmed attack, increase the number of damage dice by 1. As a progression of the Advanced Martial Arts feat, a Medium-size character deals 4d4 points of damage, a Small character deals 4d3 points of damage, and a Large character deals 4d6 points of damage.

Wrruushi

Wookiee warriors have crafted a special style of fighting that combines their incredible strength with precise motions to perfect a martial arts form unique to their species. The style, known as Wrruushi, cannot be taught to members of other species. The style not only allows the use of lethal force but also gives Wookiees options beyond simply smashing their opponents. In fact, one of the main focuses of the style is the ability to disable an opponent instead of killing him. Since much of the Wookiee's strength is in her upper body, the martial arts style focuses heavily on punches, jabs, and throws. Unlike the quicker martial arts styles, Wrruushi focuses more on single strikes, no more than two or three at a time.

Prerequisite: Martial Arts, Wookiees only.



STAVA PRACTICE





WRRUUSHI PRACTICE

Benefit: As an full-attack action, you may make a single unarmed attack against one opponent, adding one and a half times your Strength bonus to damage.

Wrruushi Expertise

You can knock opponents unconscious with an unarmed attack.

Prerequisite: Improved Martial Arts, Martial Arts, Wrruushi, Wookiees only.

Benefit: As a full-attack action, you can attempt to knock your target unconscious with an unarmed strike. If you score a hit that deals wound damage and exceeds the target's Defense by 10 or more, the target must succeed at a Fortitude save (DC = 10 + damage dealt) or fall unconscious for 1d6 rounds.

Wrruushi Mastery

As a master of the Wrruushi fighting style, you can make a killing strike.

Prerequisite: Advanced Martial Arts, Improved Martial Arts, Martial Arts, Wrruushi, Wrruushi Expertise, Wookiees only.

Benefit: Once per day, you may attempt to deal a killing blow to an opponent. You declare your intention to deal a killing blow, and then make a normal unarmed attack roll. If you strike successfully and the target takes wound damage from the blow, the target must make a Fortitude saving throw (DC 10 + half your character level) or die. Creatures immune to critical hits cannot be affected.

Lightsaber Form Feats

The Jedi, being among the greatest swordfighters to ever inhabit the galaxy, developed several different forms to be used in lightsaber combat. Formally, the Jedi study and practice seven forms of lightsaber combat, and typically each style requires years of rigorous training to master. Very few of the most powerful Jedi ever master more than one of the various forms. The different forms represent not only highly effective styles of fighting but also encompass many of the Jedi Order's philosophies.

Each form is known by a numerical name. Some forms have common colloquial names as well, usually taken from the name of the Jedi Knight who perfected and codified the style. Some styles, like Form II, were archaic and unused by the time of the Clone Wars, while others were frequently practiced and taught. Regardless of their frequency of use or the difficulty required to master them, the forms are all well documented and combat proven.

Form I is the most basic lightsaber fighting style, serving as a basis for most of the lightsaber training a Jedi will receive. The first style developed by the Jedi with the advent of the energy-bladed weapon, Form I, consists of a variety of standard dueling maneuvers that Padawans are required to learn before moving into other fighting styles. Since almost all Jedi study this lightsaber form, it is difficult to determine what qualifies a Form I user as a master; however, those who have distinguished themselves and studied the core style's subtleties and intricacies are some of the most reliable and solid fighters in the Order.

Form II lightsaber combat is a rarely seen fencing style that emphasizes both finesse and speed. Count Dooku mastered Form II and brought the once-archaic style

back into practical use at the dawn of the Clone Wars.

Form III, the chosen form of Obi-Wan Kenobi, originated as a set of stances and maneuvers designed to counter incoming blaster fire. As the form developed into a more



LIGHTSABER FORM III

mainstream combat style, it eventually became a very popular style as the number of Jedi dwindled.

Form IV is an acrobatic that allows the combatant to draw upon his or her athletic prowess to outmaneuver an opponent. Though more aggressive than most styles, Form IV was common in the galaxy's more dangerous days.

Form V also stems from a desire for more power when dueling with a lightsaber, but its origins can actually be traced to the Form III style rather than the physical strength of Form IV. The style is based on a philosophy of peace through superior strength. Form V focuses on turning an enemy's own strength against him and then following with overwhelming force. It seeks to perfect the art of blaster bolt redirection and is thought of by some as the best defense against any threat.

Form VI is a consolidation of many of the lessons taught by Forms I, III, IV, and V. It was the most common style in use during the early days of the Clone Wars. Form VI does not require the intensity of many other forms, but rather seeks to create harmony between all the other styles. It's sometimes referred to as the "diplomat's form" because its study allows time for the pursuit of other fields such as politics, negotiation, and diplomacy.

Form VII, the chosen style of Master Mace Windu, is among the most difficult styles for a Jedi to master. It is one of unpredictable movements and direct assaults, constantly throwing opponents off-guard thanks to continual and seemingly unconnected movements. Still being developed by the style's masters, Form VII, is composed of many



LIGHTSABER FORM I

paradoxes and other difficult concepts for students to grasp, and as a result it has many fewer students than other styles.

Using Lightsaber Form Feats

The lightsaber form feats listed below each correspond to a single form of lightsaber combat. Since each style is unique, Jedi can only fight with one form at a time. In game terms, this means that a character with more than one lightsaber form feat can only gain the benefits of a single feat at a time.

Lightsaber form feats are optional, and players should seek the GM's permission before choosing lightsaber form feats for their heroes.



LIGHTSABER FORM V

Form I Mastery (Force Feat)

You are skilled in Form I lightsaber combat.

Prerequisites: Force-Sensitive, Control, Attuned, Jedi level 7th.

Benefit: When wielding a lightsaber, you gain a +4 competence bonus on opposed attack rolls when disarming an opponent or when an opponent attempts to disarm you.

Form II Mastery (Force Feat)

You are skilled in Form II lightsaber combat and are a master of ancient fencing techniques.

Prerequisites: Dexterity 15, Force-Sensitive, Control, Burst of Speed, Weapon Finesse (lightsaber), Jedi level 11th.

Benefit: A character with this feat gains a +3 dodge bonus to Defense against lightsaber attacks.

Form III Mastery (Force Feat)

You are skilled in Form III lightsaber combat and provide excellent defense against blasters and projectiles.

Prerequisites: Force-Sensitive, Control, Lightsaber Defense, Dodge, Jedi level 7th.

Benefit: A character with this feat gains a +1 bonus on attack rolls when using Deflect (attack). When using Deflect (defense), the dodge bonus increases by +1.

Form IV Mastery (Force Feat)

You are skilled in Form IV lightsaber combat and can use your natural agility to gain an edge against your opponent.

Prerequisites: Force-Sensitive, Combat Reflexes, Control, Weapon Focus (lightsaber), Jedi level 7th.

Benefit: A character with this feat may add one and a half times his Dexterity bonus (instead of strength bonus) to his damage roll when wielding a lightsaber one-handed, and two times his Dexterity bonus (instead of Strength bonus) to his damage roll when wielding a lightsaber two-handed.

Form V Mastery (Force Feat)

You are skilled in Form V lightsaber combat and can aggressively turn an enemy's own firepower against him.

Prerequisites: Force-Sensitive, Control, Lightsaber Defense, Weapon Focus (lightsaber), Jedi level 7th.

Benefit: A character with this feat gains a +1 bonus to Deflect (attack). Additionally, the character may use Deflect (attack) on attack rolls that miss by 10 or less.

Normal: A character may only use Deflect (attack) on attack rolls that miss by 5 or less.



LIGHTSABER FORM VII

Form VI Mastery (Force Feat)

You are skilled in Form VI lightsaber combat and can use your noncombat abilities to diffuse a dangerous situation.

Prerequisites: Force Sensitive, Sense, Link, Combat Expertise, Jedi level 7th.

Benefit: When fighting with a lightsaber, you may use one of the following skills as a move action during combat: Diplomacy, Intimidate, Sense Motive.

Normal: These skills normally require a full-round action to perform.

Form VII Mastery (Force Feat)

You are skilled in Form VII lightsaber combat and can use your talents in a difficult style to slip past an enemy's defenses.

Prerequisites: Dexterity 13, Combat Reflexes, Dodge, Mobility, Improved Critical (lightsaber), Jedi level 7th.

Benefit: When a confirming a critical hit with a lightsaber, you gain a +2 bonus on the attack roll.





CHAPTER FOUR

PRESTIGE CLASSES | 4



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The *Star Wars* galaxy is full of people who excel at their chosen professions, push the envelope of their skills and abilities, and step off the standard career path. They represent the elite of the galaxy, among the best to be found in their fields. To reflect that degree of excellence, prestige classes grant special class abilities or special combinations of existing class abilities to characters who qualify.

Prestige classes provide examples to help Gamemasters enhance their own campaigns, though many roleplaying groups simply use them as additional options for advancement. However, the GM is always free to exclude anything that doesn't fit into his own campaign, or to introduce additional requirements warranted by his campaign's setting and goals.

Gamemasters and players alike should remember that the goal of prestige classes is not to make a character more powerful, but to make him or her more special and more specialized. For some, this involves a general increase in capabilities, but a well-balanced prestige class also requires that the character meet fairly stringent requirements to receive the additional benefits. Optimally, the prestige class is a further way of expressing the character's individuality and uniqueness.

This chapter includes several new prestige classes. Look for more prestige classes in Chapter Five: Factions, as well as prestige classes specifically for droids in Chapter Nine: Droids.

Chief Engineer

With high technology and complex systems commonplace throughout the galaxy, engineers are vital and necessary members of society, responsible for the continued improvement of weapons, vehicles, starships, and more. Every new droid design or hyperdrive model produced by a manufacturer begins with an engineer's inspiration to create it. Major corporations such as BlasTech, Kuat Drive Yards, Rothana Heavy Engineering, and Baktoid Combat Automata would not be as successful or powerful as they are without the intellect and ingenuity of the engineers who produce the designs.

Chief engineers are not restricted to working in design labs or shipyards, however. Some of the best and brightest engineers in the galaxy work for outlaw groups such as the Rebel Alliance, or ply their wares on the streets of Nar Shaddaa. They work with special forces troops to sabotage enemy infrastructures or design new starfighters for wealthy pirate groups. Chief engineers use their knowledge of the way things are put together to more effectively take them apart, and are often called in to bypass security measures or whip up special weapons for field troops in dangerous situations.



Many chief engineers spend their days testing and experimenting with new designs and technologies. The most successful, such as Raith Sienar and Bevel Lemelisk, constantly search for new and innovative designs and take a proactive role in their work. Some chief engineers choose to test-pilot their own starships, while others live for the days spent on the blaster range testing the accuracy and deadliness of a new blaster design. Whether adventurous or reserved, chief engineers are a vital and valuable part of the galaxy, and progress is second nature to them.

Requirements

To qualify to become a chief engineer, a character must fulfill the following criteria:

Skills: Computer Use 6 ranks, Craft (any) 6 ranks, Knowledge (engineering) 8 ranks, Repair 6 ranks.

Special: The chief engineer must have crafted an item of at least 1,000 credits in value.

Game Rule Information

Fix Tap Vitality: Chief engineers gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The chief engineer's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Appraise (Int), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Repair (Int), and Search (Int).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (electronic devices), Knowledge (engineering), and Profession (engineer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the chief engineer prestige class.

Starting Feats

The chief engineer gains the following feats:

- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (simple weapons)

Personal Design

Chief engineers are so familiar with their own unique style of design and construction that repairing and modifying their own creations becomes almost second nature. A chief engineer gains a +4 competence bonus on all Repair checks on items he himself designed. At 4th level, he gains the same bonus on Computer Use checks on items he designed that contain computerized systems (such as starships, vehicles, security systems, and so on).

Table 4-1: The Chief Engineer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Starting feats, personal design	+1	+0
2nd	+1	+0	+2	+2	Efficiency +1	+1	+0
3rd	+2	+1	+2	+2	Structural analysis +1	+2	+1
4th	+3	+1	+2	+2	Personal design (Computer Use)	+2	+1
5th	+3	+1	+3	+3	Efficiency +3	+3	+1
6th	+4	+2	+3	+3	Structural analysis +2	+3	+2
7th	+5	+2	+4	+4	Resource access	+4	+2
8th	+6	+2	+4	+4	Solid construction	+4	+2
9th	+6	+3	+4	+4	Structural analysis +3	+5	+3
10th	+7	+3	+5	+5	Efficiency +5	+5	+3

Efficiency

Starting at 2nd level, a chief engineer becomes so familiar with the methods of design and construction that he can shave valuable time off of the creation of various items and vessels. When calculating the amount of work completed when using the Craft skill on any one day, the chief engineer gains a +1 competence bonus on his skill check. The bonus increases to +3 at 5th level and to +5 at 10th level.

Structural Analysis

Chief engineers tend to have an eye for the way buildings, vehicles, and starships are put together. Starting at 3rd level, the chief engineer may make use of this knowledge for the purposes of determining weak points and faults. By making a Knowledge (architecture) or Knowledge (engineering) check against DC 15 (or, at the GM's option, higher in the case of obscure designs), the chief engineer gains a competence bonus on any Demolitions or Disable Device checks and attack rolls against a given structure or vessel. If the engineer should fail his check, he may not attempt to use this feature on the same target for the next 24 hours. At 3rd level the bonus conferred is +1, which then increases to +2 at 6th level and to +3 at 9th level.

Resource Access

Beginning at 7th level, the chief engineer has access to a wide array of resources, which he can use to make his concepts and designs into a reality. Once per day, the chief engineer can make a Charisma check to use those resources.

The value of the resources gained equals the chief engineer's class level \times the result of the Charisma check \times 30. Thus, a 7th-level chief engineer who rolled a 17 would gain 3,570 ($7 \times 17 \times 30$) credits' worth of resources. These resources can take virtually any form the engineer chooses (within reason), but must be applied to the construction or repair of one of his own designs. The necessary resources arrive in the chief engineer's possession 2d8 hours after he makes the check. These resources must be reasonably (though not necessarily commonly) available when and where he chooses to make the check. For instance, an engineer slogging through the swamps of Dagobah won't have access to many resources. The

chief engineer's resource access can be combined with the noble's resource access.

Solid Construction

Chief engineers encounter fewer problems when putting the finishing touches on an item they have designed due to their basic understanding of how things work. When making the final skill check when using the Craft skill to determine whether or not the item functions as intended, the DC of the roll is reduced by 5 (to a minimum DC 5 check).

Infiltrator

Throughout the galaxy, special operatives devote their lives to the science of stealth. From Rebel Alliance SpecForce troopers to Corporate Sector jewel thieves, some beings take their natural talent for being unnoticed to new levels and gain both fame and fortune in the process. Infiltrators master the art of getting into—and occasionally back out of—highly dangerous and tightly secured areas. They are adept at bypassing security and dealing with other hindrances to their missions, resulting from diverse training.

Special Forces groups such as the New Republic's Katarn Commandos, the independent Red Moons, and the Empire's Storm Commandos often employ infiltrators within their units. Independent infiltrators might be freelance mercenaries, thieves, or saboteurs. Companies from the Corporate Sector employ infiltrators as agents of industrial espionage, spying on competitors and causing major setbacks in their plans. Infiltrators rely heavily on secrecy, concealment, and subtlety, and therefore also make excellent spies, assassins, and strike team members.

An infiltrator is expected to be a master of himself and his environment, silent and invisible even under the most extreme conditions. The infiltrator relies heavily on his ability to go unnoticed, and failing at such a task usually means capture, injury, or even death.

Requirements

To qualify to become an infiltrator, a character must fulfill the following criteria:

Base Attack Bonus: +6.



Skills: Balance 6 ranks, Hide 8 ranks, Move Silently 8 ranks, Spot 5 ranks.

Feats: Stealthy.

Game Rule Information

Vitality: Infiltrators gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The infiltrator's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft* (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Search (Int), Spot (Wis), and Tumble (Dex).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Example include Craft (tools), Knowledge (streetwise), and Profession (gambler).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the infiltrator prestige class.

Starting Feats

The infiltrator gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (simple weapons)

Weapon Group Proficiency (vibro weapons)

Covert Movement

Infiltrators learn to control the amount of noise they make while moving at less than cautious speeds, allowing them quick entry and exit while remaining undetected. At 1st level, the infiltrator no longer suffers the -5 penalty on Move Silently checks while moving at full speed.

At 5th level, the infiltrator suffers only a -10 penalty on Move Silently checks when charging.

At 8th level, the infiltrator suffers only a -10 penalty to Move Silently checks while running, and only a -5 penalty on Move Silently checks while charging.

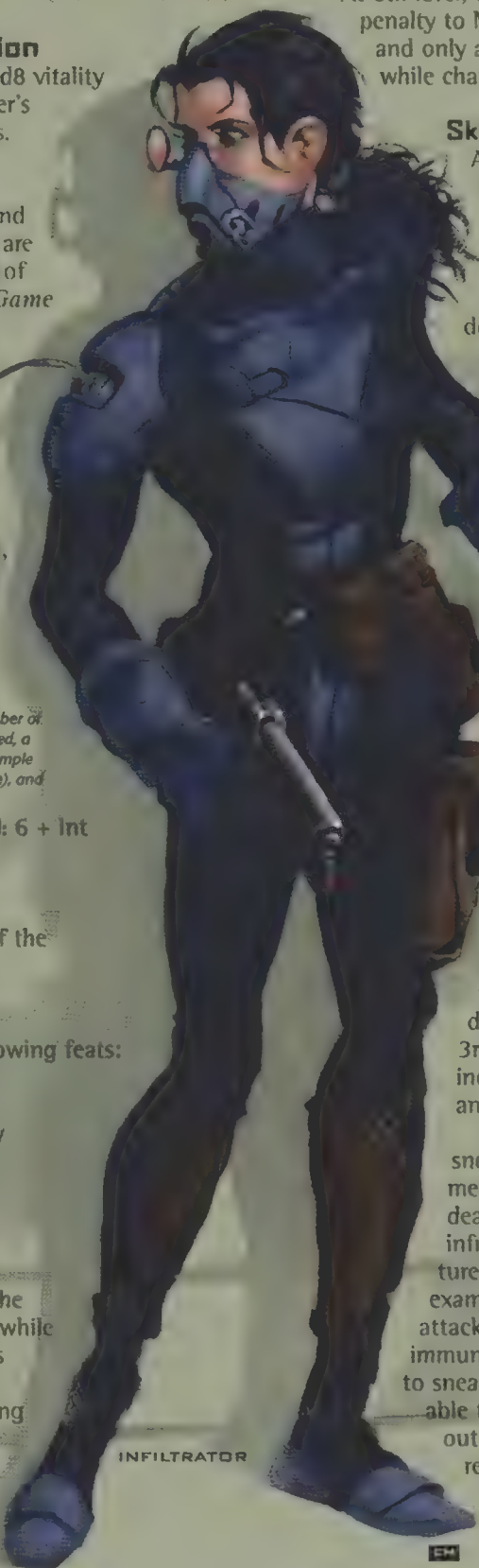
Skill Mastery

At 2nd level and again at 7th level, the infiltrator designates a skill. When making a skill check with this skill, the infiltrator may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in the use of this skill that he can use it reliably even under adverse conditions. The infiltrator must designate a skill from the following list: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, Tumble.

Sneak Attack

At 3rd level, if the infiltrator faces an opponent who is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the infiltrator's target would be denied his Dexterity bonus to Defense (whether or not he actually has a Dexterity bonus or not), or when the infiltrator flanks a target, the infiltrator deals extra damage. The extra damage begins at 3rd level with a +1d6 bonus, and increases by an additional 1d6 at 6th and 9th levels.

Ranged attacks can only count as sneak attacks if the target is within 10 meters; the infiltrator can't strike with deadly accuracy beyond that range. An infiltrator can only sneak attack creatures with discernible anatomies (for example, a sarlacc lacks vital areas to attack). Additionally, any creature that is immune to critical hits is also invulnerable to sneak attacks. Also, the infiltrator must be able to see the target well enough to pick out a vital spot, and must be able to reach it. The infiltrator cannot sneak attack while striking a creature with concealment, or striking the limbs of a creature whose vitals are beyond reach.



INFILTRATOR

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Table 4-2: The Infiltrator

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Starting feats, covert movement (full speed)	+1	+0
2nd	+1	+2	+3	+2	Skill mastery	+2	+0
3rd	+2	+2	+3	+2	Sneak attack +1d6	+2	+1
4th	+3	+2	+4	+2	Ambush	+3	+1
5th	+3	+3	+4	+3	Covert movement (charge)	+4	+1
6th	+4	+3	+5	+3	Sneak attack +2d6	+4	+2
7th	+5	+4	+5	+4	Skill mastery	+5	+2
8th	+6	+4	+6	+4	Covert movement (run)	+6	+2
9th	+6	+4	+6	+4	Sneak attack +3d6	+6	+3
10th	+7	+5	+7	+5	Uncanny hide	+7	+3

Ambush

Starting at 4th level, whenever the infiltrator encounters a flat-footed enemy during the surprise round, he gains a bonus equal to half his number of infiltrator levels (round down) to his first attack. For example, a 7th-level infiltrator gains a +3 bonus on his first attack against a flat-footed opponent during the surprise round.

Uncanny Hide

At 10th level, the infiltrator becomes so adept at avoiding notice that he may hide from enemies with unnatural speed. Whenever the infiltrator is unaware during the surprise round and would normally be unable to act, he may make a Hide check as a free action to avoid being noticed, provided that he is not being directly observed at the time.

Loyal Protector

When important public figures receive threats to their lives and well-being, it becomes their bodyguards' responsibility to make sure that no tragedy befalls them. Men and women trained in the art of protection can ensure the safety of their employers when others fail. Elite bodyguards such as loyal protectors are trained from an early age to put themselves between the person they protect and any danger, often at the cost of their own lives. These defenders are completely devoted to safeguarding their clients, no matter what it takes.

Loyal protectors do more than simply ward off physical threats. They must be able to identify and

deal with threats such as poisons in food, subtle traps, and a variety of other dangers. They are often also security experts who keep up to date with modern technology and tactics to better defend a client. Many loyal protectors believe that the key to being a good bodyguard is more mental than martial, and spend as much or more time exercising their minds as they do their bodies.

In addition, loyal protectors are well trained in the art of disguise. Rather than appear as conspicuous bodyguards, they often assume alternate identities, appearing as harmless suitors, innocuous servants, or even as the individuals they are trying to protect. Conversely, some loyal protectors try to make themselves as noticeable as possible to deter potential attackers while in public. The loyal protector must be prepared for any eventuality, countering the moves of potential assassins with advance planning and the safety of the client always in mind.

Requirements

To qualify to become a loyal protector, a character must fulfill the following criteria:

Base Attack Bonus: +4.

Skills: Disguise 6 ranks, Knowledge (streetwise) 4 ranks.

Feats: Improved Initiative, Heroic Surge.

Game Rule Information

Vitality: Loyal protectors gain 1d8 vitality points per level. The character's Constitution modifier applies.

Table 4-3: The Loyal Protector

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Starting feats, decoy	+1	+0
2nd	+1	+2	+3	+2	Harm's way	+2	+0
3rd	+2	+2	+3	+2	Shielding strike +1	+2	+1
4th	+3	+2	+4	+2	Deflect attack +1	+3	+1
5th	+3	+3	+4	+3	Ignore pain	+4	+1
6th	+4	+3	+5	+3	Shielding strike +2	+4	+2
7th	+5	+4	+5	+4	Deflect attack +2	+5	+2
8th	+6	+4	+6	+4	Remain conscious	+6	+2
9th	+6	+4	+6	+4	Shielding strike +3	+6	+3
10th	+7	+5	+7	+5	Deflect attack +3	+7	+3



Class Skills

The loyal protector's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Balance (Dex), Climb (Str), Craft* (Int), Disable Device (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Profession* (Wis), Sense Motive (Wis), Spot (Wis), and Treat Injury (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (costumes), Knowledge (streetwise), and Profession (bodyguard).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the loyal protector prestige class.

Starting Feats

The loyal protector gains the following feats:

- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (simple weapons)

Decoy

Loyal protectors often disguise themselves as the people they are trying to defend to throw off potential attackers. They gain a +5 bonus on all Disguise checks when attempting to act as decoys for their clients.

Harm's Way

At 2nd level, the loyal protector may elect to place herself in the path of danger to protect a single ally. As a free action, she selects her ally when she rolls initiative. Once per round, if she is within 2 meters of her designated ally and her ally takes damage from a direct melee or ranged attack, she may switch places with her ally and receive the damage in his stead. She must declare her intention to put herself in harm's way before the attack roll is made. She may not change her chosen ally for the duration of the encounter.

Shielding Strike

At 3rd level, the loyal protector may make an attack of opportunity against an adjacent opponent who attacks her designated ally in melee (as described in the harm's way class feature). She gains a +1 bonus on this attack, which increases to +2 at 6th level and +3 at 9th level. This ability does not grant the protector more attacks of opportunity than she is normally allowed in a round.

Deflect Attack

Beginning at 4th level, the loyal protector can attempt to parry a melee attack against her ally. She must be within 2 meters of her ally to attempt this and holding a melee weapon, shield, or other object with which the attack can be deflected. Once per round when her ally would normally take damage from an attack, she may make a Reflex save



LOYAL PROTECTOR



(DC equal to the attack roll made against her designated ally). She gains an aptitude bonus of +1 on the Reflex save, which increases to +2 at 7th level and +3 at 10th level. If the Reflex save succeeds, the attack is deflected and her ally takes no damage. If the object or weapon is used to deflect an attack from an energy weapon (such as a blaster or lightsaber), the object takes the damage instead. Deflecting an attack is a reaction that costs the loyal protector a move action in her next round.

This ability cannot be performed if the loyal protector is flat-footed.

Ignore Pain

At 5th level, the loyal protector can continue defending an ally despite being wounded in combat. Whenever the loyal protector has declared an ally (as described in the harm's way class feature, above), she may make a Fortitude save (DC 20) after taking wound damage. If the save succeeds, she does not suffer the normal penalties to Strength and Dexterity.

Remain Conscious

At 8th level, the loyal protector can continue functioning beyond her normal capacity after sustaining grievous injuries. Whenever the loyal protector has declared an ally (as described in the harm's way class feature, above), she can remain conscious until her wound points drop to -10.

Martial Arts Master

Martial arts masters devote themselves not only to perfecting a single style of fighting, but also to expanding their knowledge to encompass several martial arts forms. They learn not only the individual techniques but also the philosophy and history behind the styles. They can switch styles quickly in the middle of combat and can improvise new styles by seamlessly combining elements of several forms into one.

Some masters are so skilled at their chosen styles that they can execute the moves as second nature, making them among the fastest combatants alive. True masters hone their reflexes to such an extent that they can execute practiced motions almost by instinct.

Martial arts masters are among the most deadly warriors in the galaxy. They are blindingly fast and need no weapons beyond their own hands, feet, tentacles, hooves, or whatever.

Requirements

To qualify to become a martial arts master, a character must fulfill the following criteria:

Base Attack Bonus: +8.

Feats: Advanced Martial Arts, Martial Arts, Improved Martial Arts, at least two martial arts expertise feats (such as K'tara Expertise and Stava Expertise).

Game Rule Information

Vitality: Martial arts masters gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The martial arts master's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Balance (Dex), Bluff (Cha), Climb (Str), Craft* (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Move Silently (Dex), Profession* (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include *Craft* (sculpture), *Knowledge* (tactics), and *Profession* (herbalist).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the martial arts master prestige class.

Starting Feats

The martial arts master gains the following feats:

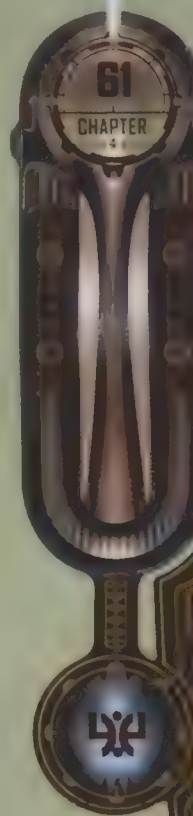
Weapon Group Proficiency (primitive weapons)
Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (vibro weapons)

Uncanny Dodge

Starting at 1st level, the martial arts master gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 1st level and above, the martial arts master retains her Dexterity bonus to Defense (if any) regardless of being

Table 4-4: The Martial Arts Master

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+1	Starting feats, uncanny dodge (Dex bonus)	+1	+1
2nd	+2	+2	+3	+2		+2	+1
3rd	+3	+2	+3	+2	Bonus feat	+2	+1
4th	+4	+2	+4	+2	Dodge blasters (half damage)	+3	+2
5th	+5	+3	+4	+3	Improvisation	+4	+2
6th	+6	+3	+5	+3	Bonus feat	+4	+2
7th	+7	+4	+5	+4	Uncanny dodge (can't be flanked)	+5	+3
8th	+8	+4	+6	+4	Dodge blasters (full damage)	+6	+3
9th	+9	+4	+6	+4	Bonus feat	+6	+3
10th	+10	+5	+7	+5	Grand Master	+7	+4



caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense if immobilized.) This aspect of uncanny dodge does not negate flank attacks.

At 7th level, the martial arts master can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker.

Bonus Feat

At 3rd, 6th, and 9th levels, the martial arts master gains a bonus feat that compliments her martial arts talents. The bonus feat must be drawn from the following list, provided she meets the prerequisites:

Combat Expertise, Combat Reflexes, Improved Critical (unarmed), Improved Disarm, Improved Trip, Power Attack, Weapon Finesse (unarmed), Weapon Focus (unarmed), Whirlwind Attack.

Dodge Blasters

Starting at 4th level, the martial arts master gains the ability to react quickly to incoming blaster bolts, avoiding the damage they would normally deal. Once per round, the martial arts master may make a Reflex save (DC 20) to avoid a blaster bolt. If the save is successful, the master martial artist takes half damage from the attack, rounded down. At 8th level, the master martial artist may use this ability to avoid all damage from the attack with a successful save. To use this ability, the master martial artist must not be denied her Dexterity bonus to Defense.

Improvisation

A martial arts master becomes adept at creating her own unique fighting style based on the training she has gained over the course of her studies. Starting at 5th level, the martial arts master may improvise attacks by combining the effects of two martial arts feats in the same round. This ability does not cause damage granted by martial arts feats to unarmed attacks to stack. The following feats classify as martial arts feats:

Advanced Martial Arts, Defensive Martial Arts, Echani*, Echani Expertise*, Echani Mastery*, Improved Martial Arts, K'tara*, K'tara Expertise*, K'tara Mastery*, K'thri*, K'thri Expertise*, K'thri Mastery*, Martial Arts, Stava*, Stava Expertise*, Stava Mastery*, Teräs Käsi*, Teräs Käsi Expertise*, Teräs Käsi Mastery*, Wrruushi*, Wrruushi Expertise*, Wrruushi Mastery*

**This feat is described in Chapter Three: Skill and Feats.*

Grand Master

Beginning at 10th level, a martial arts master is considered a Grand Master. For any martial arts feat that is limited to a certain number of uses over a certain time period (per day, per gaming session, or other limit), she gains a single additional use of that feat during the given time period.



Master Duelist

The concept of dueling can be found throughout the galaxy in many forms. Most noble houses still practice some form of dueling as a means of contesting honor gained or lost. Some cultures, such as that of the people of Adumar, idolize duelists as great athletes and heroes, whether they come from highborn or lowborn families.

The master duelist has not only the talents and skills but also the reflexes and knowledge of dueling that make him one of the greatest in the galaxy. The master duelist wins tournaments and bests opponents as a part of everyday life, making even the most challenging matches look routine thanks to his skill. Some master duelists open their own schools, where the art of the duel is taught to any student who can afford to join. The son of a noble house might be in the same class as a gutter-fighting commoner, but under the tutelage of master duelist, both are on the road to becoming masters themselves.

The master duelist specializes in a weapon that can be used in melee duels. The most common dueling weapon is the vibroblade, though some cultures still prefer knives or mundane swords as their weapon of choice. The lightsaber is by its very nature a dueling weapon, and some of the most talented Jedi Knights can be considered master duelists even without the use of the Force to guide their hands. A master duelist's weapon is almost an extension of his arm, and he treats his weapon as his most prized possession, rarely far from his side and never used by anyone else.

Requirements

To qualify to become a master duelist, a character must fulfill the following criteria:

Base Attack Bonus: +6.

Skills: Balance 6 ranks, Jump 4 ranks.

Feats: Dodge, Weapon Finesse, and Weapon Focus in a melee weapon appropriate for dueling (such as a longsword, vibroblade, lightsaber, Adumari blastersword*, or similar weapon).

*See Chapter Six: Equipment for a description of this weapon.

Game Rule Information

Vitality: Master duelists gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The master duelist's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Balance (Dex), Bluff (Cha), Climb (Str), Craft* (Int), Entertain (Cha), Intimidate (Cha), Jump (Str), Knowledge* (Int), Profession* (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Tumble (Dex).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (exotic weapon [longsword]), Knowledge (history), and Profession (trader).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the master duelist prestige class.

Starting Feats

The master duelist gains the following feats:

Weapon Group Proficiency (simple weapons)

Weapon Group Proficiency (vibro weapons)

Canny Defense

When not wearing armor, the master duelist adds his Intelligence bonus (in addition to his Dexterity bonus) to his Defense against melee attacks. If the master duelist is caught flat-footed or otherwise denied his Dexterity bonus, he loses the Intelligence bonus as well.

Showmanship

At 2nd level, the master duelist learns to apply a certain amount of flair and style to his dueling techniques in an effort to please spectators and intimidate his opponent. As a move action, the master duelist may make an Entertain check (DC 15). If successful, he gains a +1 morale bonus on attack rolls and damage for the duration of the duel. This only applies during duels, and there must be at least six noncombatant spectators present to provide the morale bonus.

Table 4-5: The Master Duelist

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Starting feats, canny defense	+2	+0
2nd	+1	+0	+3	+2	Showmanship	+3	+1
3rd	+2	+1	+3	+2	Bonus feat	+3	+1
4th	+3	+1	+4	+2	True strike +1d6	+4	+2
5th	+3	+1	+4	+3	Elaborate parry	+4	+2
6th	+4	+2	+5	+3	Bonus feat	+5	+3
7th	+5	+2	+5	+4	True strike +2d6	+5	+3
8th	+6	+2	+6	+4	Acrobatic attack	+6	+4
9th	+6	+3	+6	+4	Delayed strike	+6	+4
10th	+7	+3	+7	+5	True strike +3d6	+7	+5



Bonus Feat

At 3rd level and 6th level, the master duelist gains a bonus feat to reflect the combat skills that he has learned as a result of years of dueling. The master duelist may select a bonus feat from the following list, provided he meets the prerequisites:

Agile Riposte*, Ambidexterity, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Feint*, Lightning Reflexes, Mobility, Off-Hand Parry*, Weapon Specialization*, Whirlwind Attack.

**This feat is described in Chapter Three: Skills and Feats.*

True Strike

At 4th level the master duelist gains the ability to strike precisely with a one-handed dueling weapon, dealing an additional 1d6 points of damage. He may use this ability a number of times per day equal to half his class level (2/day at 4th level, 3/day

at 6th level, and so on).

When making a true strike, the master duelist cannot attack with a weapon in his other hand, although he can defend with it. A

master duelist's true strike only works against living beings with discernible anatomies. Every three master duelist levels gained thereafter, he increases the extra damage by +1d6 (+2d6 at 7th level and +3d6 at 10th level).

Elaborate Parry

At 5th level, if the master duelist chooses to fight defensively or use the total defense option while engaged in melee combat, he gains an additional +2 dodge bonus to his Defense.

Acrobatic Attack

At 8th level, if the master duelist attacks by jumping at least 2 meters toward an opponent, jumping down at least 2 meters onto an opponent, or swinging on a cable or a similar object into his opponent, he gains a +2 to attack and damage rolls. He must first make a Jump check. If the result is over 2 meters, the master duelist gains the bonuses and may, as a free action, reduce the distance of his jump to avoid jumping past his target.

Delayed Strike

At 9th level, the master duelist is able to wait until the moment is right before striking a deadly blow. When the master duelist delays his attack with a melee weapon until after he is attacked in the round, he takes advantage of the opening and can add a +2 bonus on his attack and damage rolls against the opponent who attacked him.

Outlaw Slicer

Slicers—computer specialists who write and repair computer programs—are an accepted part of corporate, military, and industrial life, due to their ability to keep computers running smoothly. But their skills are not exclusive to their trade. Outlaw slicers, computer specialists with criminal motivations (or at least an anarchistic bent), have made their mark throughout the galaxy on all levels of business, government, crime, and the military. When a necessary computer job is illegal, an outlaw slicer can do it—and most likely, has done it before.

Some outlaw slicers do what they do because they love the challenge. Some embrace the “no more secrets” philosophy and “information liberator” lifestyle.



MASTER DUELIST

Others simply appreciate the huge piles of credits that clients pay them for illegally tampering with the clients' business competitors, romantic rivals, or political enemies. Outlaw slicers commonly lack any concern for the privacy of others. Information stored anywhere on the HoloNet or other information storage and retrieval systems is fair game, even if it's guarded by multiple levels of password protection and mundane security. The information is out there to be discovered; getting at it provides the challenge.

Tech specialists and scoundrels make the best outlaw slicers, for their combination of computer expertise and **deception** skills. Outlaw slicers tend to work in private and in secret, rarely needing the kind of social skills that nobles acquire. Soldiers involved in information warfare sometimes become outlaw slicers, though their skills are strictly directed and their activities are monitored by their superiors.

Requirements

To qualify to become an outlaw slicer, a character must fulfill all the following criteria.

Skills: Computer Use 8 ranks, Craft (computers) 4 ranks, Forgery 3 ranks, Read/Write Binary.

Special: The outlaw slicer must own a custom-built slicing computer, ranging in cost from 2,500 credits (for a desktop model) to 5,000 credits (for a handheld model the size of a datapad). The character can build such a computer herself or modify an off-the-shelf model for this purpose. Custom-building a slicing computer is a high-complexity Craft (computers) task. Modifying an off-the-shelf model is much easier, requiring only a Repair check (DC 25) and additional parts and components equal in value to one-fifth the total price of the computer.

Game Rule Information

Vitality: Outlaw slicers gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The outlaw slicer's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Appraise (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Disable Device (Int), Forgery (Int), Gather

Information (Cha),

Knowledge* (Int), Profession* (Wis), Read/Write Language, and Repair (Int).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Example include Craft (computers), Knowledge (technology), and Profession (slicer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the outlaw slicer prestige class.

False Identity

By tweaking a database here and there, the outlaw slicer creates an alternative persona for himself, complete with life history, goals, and employment record. To all appearances, he is a law-abiding citizen with no criminal proclivities whatsoever. The character's Reputation bonus from levels of the outlaw slicer prestige class does not apply (either as a bonus or a



OUTLAW SLICER

Table 4-6: The Outlaw Slicer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	False identity, bonus class skill	+1	+0
2nd	+1	+0	+2	+2	Slicer specialization	+1	+0
3rd	+1	+1	+2	+2	Bonus feat	+2	+1
4th	+2	+1	+2	+2	Bonus class skill	+2	+1
5th	+2	+1	+3	+3	Slicer specialization	+3	+1
6th	+3	+2	+3	+3	Skill mastery	+3	+2
7th	+3	+2	+4	+4	Bonus feat	+4	+2
8th	+4	+2	+4	+4	Bonus class skill	+4	+2
9th	+4	+3	+4	+4	Slicer specialization	+5	+3
10th	+5	+3	+5	+5	Skill mastery	+5	+3

penalty) to Bluff checks he makes to deny his true identity.

When operating online, the outlaw slicer gains a +2 competence bonus on all Reputation checks made while using his alternate identity. Additionally, any attempts to trace the outlaw slicer suffer a -4 penalty to Computer Use and Gather Information checks.

Bonus Class Skill

Sometimes, being an outlaw slicer means going into dangerous places and risking dangerous situations. A slicer benefits by having skills outside his normal mode of operations. The outlaw slicer may designate any one cross-class skill (except for a Force-related skill) as a class skill.

Slicer Specialization

At 2nd, 5th, and at 9th level, the outlaw slicer selects a function of the Computer Use skill (Conduct Complex Search, Write Program, Alter Program, Break Computer Security, Operate Remote, or Ship Systems). The outlaw slicer gains a +2 bonus on Computer Use checks to perform that function. Additional selections of the same function increase the bonus to +4 and +6, or the slicer may choose a different function each time.

Bonus Feat

The outlaw slicer gets a bonus feat at 3rd level and an additional bonus feat at 7th level. These bonus feats must be drawn from the following list, provided the outlaw slicer meets the prerequisites:

Corporate Credit Line (Premier Credit Line)*, Fame, Gearhead, Hutt Favor*, Impersonator†, Infamy, Influence, Information Debt*, Low Profile, Perfect Memory†, Persuasive, Piece of the Action*, Rebel Contact*, Underworld Connections*.

*This feat is described in Chapter Five: Factions.

†This feat is described in Chapter Three: Skills and Feats.

Skill Mastery

At 6th and 10th level, the outlaw slicer designates a skill. When making a skill check with this skill, the outlaw slicer may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in the use of this skill that he can

use it reliably even under adverse conditions. (See Checks without Rolls in Chapter Four of the *Star Wars Roleplaying Game* for more information on taking 10.)

Priest

Faith comes in many shapes and forms. The Ithorians revere nature and have clergy who tend the forests of their world. The B'omarr monks devote themselves to pure thought. As for the Dim-U brotherhood . . . well, no one is quite sure what they believe in, because the idea of a "divine bantha" is simply too absurd.

Any given populated world reflects a handful of belief systems, meaning that hundreds of thousands of belief systems are scattered throughout the galaxy. Some touch upon the power of the Force and take it for divine; others merely find a belief and cling to it for strength. Part and parcel of these belief structures are priests—the people who guide and comfort the faithful, or, at the very least, work to bring more believers into the fold.

Though priests sometimes appear to perform miracles, their "powers" are mainly secular. Their faith in their beliefs guides them through difficulties and lets them set an example to others. They provide inspiration and solace, and just as often, leadership and direction. Of course, some priests are little more than charlatans and confidence tricksters, taking advantage of those who need the most protection. Even so, a significant portion of the galaxy's population places a great deal of trust in their priests, and worthy ones do their best to honor that trust.

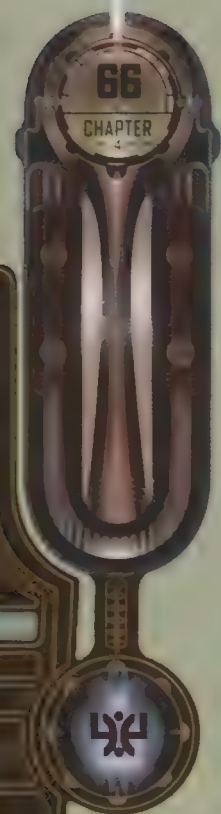
In most cases, nobles find it easiest to enter this prestige class, though not all priests take the direct route. Ex-scoundrels and soldiers sometimes make the most devout priests, having seen the worst of the galaxy for themselves. Not all who call themselves "priests" need take the priest prestige class; this class is for those who derive special benefits from their faith.

Requirements

To qualify to become a priest, a character must fulfill all the following criteria.

Base Save Bonus: Will +4.

Skills: Diplomacy 6 ranks, Knowledge (religion) 8 ranks.



Feats: Influence.

Special: The priest must have acquired the inspire confidence ability and must belong to a religious organization. Examples include the B'omarr monks, the Dim-U, the Yuuzhan Vong priest caste, and others.

Game Rule Information

Vitality: Priests gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The priest's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Appraise (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Profession* (Wis), Read/Write Language, Profession* (Wis), Sense Motive (Wis), Speak Language, Treat Injury (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (medpacs), Knowledge (astronomy), and Profession (religious leader).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the priest prestige class.

Bonus Class Skill

At 1st level, the priest may designate a cross-class skill (except Force skills) as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of priest. The skill must be one relatively common to the campaign. (Astrogate would be inappropriate in a campaign set entirely on Endor, for example.) The GM is free to rule that a specific skill is off limits as a bonus class skill.

Bonus Feat

At 1st and 4th level, the priest gets a bonus feat. These bonus feats must be drawn from the following list, provided he meets the prerequisites:

Fame, Headstrong, Influence, Persuasive, Trustworthy, Worldwise*

*This feat is described in Chapter Three: Skills and Feats.

Authority

The priest's standing within his religious order grants him a certain amount of authority. When dealing with other members of his faith whose character levels do not exceed his own, the priest's Reputation bonus from levels of the priest prestige class is doubled.

Inspire Faith

Beginning at 3rd level, the priest can use oratory to inspire faith in his allies, filling them with confidence that their beliefs can sustain them through adversity. An ally must listen to and observe the priest for a full



PRIEST



Table 4-7: The Priest

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Bonus class skill, bonus feat	+1	+1
2nd	+1	+0	+2	+3	Authority	+1	+1
3rd	+1	+1	+2	+3	Inspire faith	+2	+1
4th	+2	+1	+2	+4	Bonus feat	+2	+2
5th	+2	+1	+3	+4	Act of faith	+3	+2

minute for the assurance to take hold. The effect lasts for 10 minutes per priest class level. The priest can inspire a number of allies equal to his priest levels. He can inspire faith once per day.

An ally inspired with faith gains a +3 morale bonus on saving throws or a +3 morale bonus on attack rolls. The priest chooses which upon commencing the oratory. The priest cannot inspire faith in himself. The ability only aids his allies.

Act of Faith

When a priest spends a Force Point to roll bonus dice, he adds an extra die to the number of dice rolled. For example, if the priest would normally roll 3d6 bonus dice, he rolls 4d6 instead.

Sharpshooter

The sharpshooter is the master of long-range combat, preferring to engage his enemies from hundreds of meters away. Stealth is his greatest asset—the ability to strike a target without warning and with uncanny accuracy. His patience, control, and cunning make him a feared opponent.

Many sharpshooters are members of military organizations. They often operate with spotters—partners who watch their backs while they focus on their goal. They penetrate deep into enemy territory and eliminate high-profile targets, sowing confusion and fear in the ranks of the opposition. Sometimes, sharpshooter teams are attached to other military units. One of the most famous sharpshooters in the New Republic was Myn Donos, a former member of the Corellian militia who earned his Corellian bloodstripes as a sniper. His shooting and flying skill prompted Wedge Antilles to recruit him as a member of Wraith

Squadron, the New Republic Special Forces group that was instrumental in defeating Imperial Warlord Zsinj.

Not all sharpshooters serve in the military. On many urbanized worlds, local security forces train sharpshooters as part of crisis response teams. Similarly, sharpshooters are often included in the security forces that protect important political figures. Many sharpshooters are sports hunters, using their exceptional skill to track and kill the most dangerous wild beasts. And of course, sharpshooter assassins sell their deadly services to the highest bidder.

Requirements

To qualify to become a sharpshooter, a character must fulfill all the following criteria:

Base Attack Bonus: +4.

Skills: Hide 5 ranks, Spot 5 ranks.

Feats: Far Shot, Point Blank Shot, Precise Shot.

Game Rule Information

Vitality: Sharpshooters gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The sharpshooter's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Climb (Str), Craft* (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Repair (Int), Spot (Wis), and Survival (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (blaster pistols and rifles), Knowledge (biology), and Profession (law officer).

Skill Points at Each Level: 4 + Int modifier.

Table 4-8: The Sharpshooter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Preferred weapon	+1	+0
2nd	+1	+0	+2	+3	Ranged sneak attack +1d6	+1	+0
3rd	+2	+1	+2	+3	Follow target	+2	+0
4th	+3	+1	+2	+4	Improved range (x2)	+2	+0
5th	+3	+1	+3	+4	Preferred weapon	+2	+1
6th	+4	+2	+3	+5	Ranged sneak attack +2d6	+3	+1
7th	+5	+2	+4	+5	Deadly aim	+3	+1
8th	+6	+2	+4	+6	Improved range (x2.5)	+4	+1
9th	+6	+3	+4	+6	Preferred weapon	+4	+2
10th	+7	+3	+5	+7	Ranged sneak attack +3d6	+5	+2



Class Features

The following are class features of the sharpshooter prestige class.

Preferred Weapon

At 1st, 5th, and 9th level, the sharpshooter gains a +1 bonus on attack rolls with a single ranged weapon of his choice. Choose one weapon with which the sharpshooter is proficient. Each time this ability is gained, it may be applied to the same

weapon (the effects stack) or to a different weapon. This ability stacks with the Weapon Focus feat, as well as any other bonuses that increase the sharpshooter's ranged attack bonus with the preferred weapon.

Ranged Sneak Attack

Beginning at 2nd level, if an opponent is unable to defend herself effectively from the attack, the sharpshooter can strike a vital spot for extra damage. The sharpshooter must take a full-round action to precisely line up his target. If at that point the sharpshooter's target would be denied her Dexterity bonus to Defense (regardless of whether she has a Dexterity bonus) and the sharpshooter suffers no range penalties, his ranged attacks deal +1d6 points of damage. At 6th level, this bonus improves to +2d6. At 10th level, it improves to +3d6.

This ability is not cumulative with sneak attack bonus dice earned by gaining levels in other classes.

Follow Target

At 3rd level, the sharpshooter becomes adept at keeping his weapon trained on a moving target. If the sharpshooter has made a successful ranged touch attack against a moving target, there's a chance he can retain the benefits of aiming (see Chapter Seven: Combat). Each round the target moves, the sharpshooter can attempt a Reflex save (DC = distance moved in meters) to stay locked on the target.

Improved Range

At 4th level, the sharpshooter has become so familiar with his preferred weapons that he can greatly extend their range. When using a preferred weapon, treat its range increment as if it was double its listed value. At 8th level, the sharpshooter treats the range increment for a preferred weapon as if it were 2.5 times the listed value. Improved range replaces the effects of the Far Shot feat when using a preferred weapon.

Deadly Aim

Beginning at 7th level, the sharpshooter can use a preferred weapon to deliver a coup de grace to a helpless foe even at long range as a full-round action. To use deadly aim, the sharpshooter must suffer no range penalties against the target and make a normal ranged attack roll. Because the target is helpless, ranged sneak attack damage also applies. See Chapter Eight of the *Star Wars Roleplaying Game* for information on coup de grace attacks.



TREASURE HUNTER

Treasure Hunter

Considering the age of the galaxy, it should come as no surprise that countless civilizations have risen and fallen over the course of its history. With the passing of time, civilizations crumble to dust and ruins, leaving behind relics and artifacts worth a great deal to both historians and collectors alike. Religions and Force traditions leave behind sacred temples, and the sites of ancient cities become mazes of winding tunnels and crumbled buildings. Finding the valuable items trapped within collapsed structures is a job for the most experienced archaeologists and extraction crews, but that doesn't stop intrepid treasure hunters from trying their best to unearth the big payoff that can bring them wealth and fame.

Treasure hunters are opportunists and glory-seekers with a penchant for adventuring. Most have at least some peripheral interest in ancient history, which enables them to locate and unearth valuable artifacts with more speed and precision than simple looters.

Treasure hunters know a thousand different tales of lost artifacts and fallen civilizations, and can frequently put those tales together to discern the truth and locate rare and valuable objects. Many treasure hunters, fearless in the face of danger, have sought out dangerous Sith artifacts and ancient Jedi relics in temples dating back to the days of the Great Hyperspace War and occasionally earlier. Indeed, the Jedi sometimes hire well-known treasure hunters to help seek out lost holocrons and other items of interest involving the Force.

Treasure hunters are used to working in low lighting and occasionally total darkness. They are excellent spelunkers, climbers, and swimmers thanks to the variety of environments they must endure while on the hunt. Treasure hunters are more at home dangling high above the floor of a collapsed Sith burial chamber, reaching for the jewel that once served as the focus in ancient Sith rituals, than anywhere else in the galaxy. Treasure hunters live for the

Table 4-9: The Treasure Hunter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+2	+0	Starting feats, archaic lore, find passage +2	+1	+0
2nd	+1	+3	+3	+0	Sense traps +2	+2	+0
3rd	+2	+3	+3	+1	Decipher script, find passage +4	+2	+1
4th	+3	+4	+4	+1	Sense traps +4	+3	+1
5th	+3	+4	+4	+1	Resist curse, find passage +6	+4	+1

thrill of the hunt and the glory of a real find, using the most high-tech equipment available to be the first to reach the prize. Treasure hunters experience danger at every turn and are rarely surprised when seemingly placid situations turn deadly in a heartbeat.

Requirements

To qualify to become a treasure hunter, a character must fulfill the following criteria:

Base Attack Bonus: +5.

Skills: Balance 6 ranks, Climb 6 ranks, Gather Information 6 ranks.

Special: The treasure hunter must have obtained at least one artifact (such as a Sith holocron) or valuable treasure (a relic worth at least 5,000 credits) from an expedition.

Game Rule Information

Vitality: Treasure hunters gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The treasure hunter's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Appraise (Int), Balance (Dex), Climb (Str), Craft* (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Read/Write Language (none), Search (Int), Spot (Wis), Survival (Wis), and Swim (Str).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include *Craft (tools)*, *Knowledge (archeology)*, and *Profession (spacehand)*.

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are features of the treasure hunter prestige class.

Starting Feats

The treasure hunter gains the following feats:

- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (simple weapons)

Archaic Lore

Treasure hunters pick up bits and pieces of information about artifacts and lost civilizations throughout their travels and adventures, and they frequently can recall one single clue they heard years ago to solve a

piece of the puzzle. The treasure hunter may add his class level to any Knowledge checks made regarding archaeology and treasure hunting.

Find Passage

Beginning at 1st level, the treasure hunter becomes adept at noticing the small discrepancies in walls and floors that signal a secret door or passage. When passing by or searching for a secret entrance or panel, the treasure hunter gains a +2 bonus on all Search and Spot checks to detect the door. The bonus increases to +4 at 3rd level and to +6 at 5th level.

Sense Traps

At 2nd level, the treasure hunter can predict the kinds of traps that ancient civilizations put in their burial caverns and religious temples to protect their valuable relics. When actively searching for traps, the treasure hunter gains a +2 bonus on his Search check. This bonus increases to +4 at 4th level.

Decipher Script

After many years of delving into ruined temples and lost civilizations, the treasure hunter becomes adept at recognizing the basic meaning of ancient writings. Starting at 3rd level, the treasure hunter can make an Intelligence check (DC 15) to puzzle out any ancient language he encounters while treasure hunting.

Resist Curse

Many ancient ruins and temples—particularly ones found in places where Force traditions once held sway—contain residual Force power. Many of these sites contain traps designed to release dark side Force powers upon unsuspecting treasure seekers.

After repeated exposures to harmful Force powers, the 5th-level treasure hunter learns to recognize the signs of a potential trap and avoid its nastiest effects. He gains a +2 bonus on all Reflex and Will saves when avoiding a Force power sprung by a trap.



CHAPTER FIVE

FACTIONS | 5

71



Nearly every sentient species subscribes to the theory of strength in numbers. People gather together along species lines, political affiliations, mercantile associations, and even just hobbies and interests, to pool their abilities and resources in the furtherance of their common philosophies and goals.

In *Star Wars*, the most famous examples are the Rebel Alliance and the Galactic Empire—groups whose power and influence spread across the galaxy, touching lives everywhere for good or ill. Anyone can join these or other organizations, and the following section explains not only how heroes can go about joining, but what benefits they derive from membership—and what risks they face.

Sympathy

In the *Star Wars Roleplaying Game*, some of the benefit of good relations and fame within an organization is represented by a character's Reputation bonus. A positive Reputation grants a bonus on skill checks involving interaction with other characters (Bluff, Diplomacy, Entertain, Gather Information, and Intimidate). This bonus can become a penalty in some situations, when the character is better known for disreputable deeds than for good ones. (See Chapter Six of the *Star Wars Roleplaying Game* for more information about Reputation.)

Sympathy, on the other hand, determines how strongly affiliated a character is with a given faction or organization. The higher the Sympathy with a given faction, the more trust and aid that faction affords the character. Sympathy and Reputation are related in terms of effect. The following system explains how to award and apply Sympathy bonuses.

Gaining Sympathy

A character gains a point of Sympathy whenever she completes an adventure. The player can apply that point of Sympathy to any of the factions with which she interacted positively during the adventure. A character's Sympathy score for any given faction can never exceed +5. Each player needs to keep track of his Sympathy bonuses for each faction with which he has Sympathy.

Sympathy works the same as, and stacks with, Reputation. Whenever a character interacts with a member of a faction with which he has Sympathy, and would normally get to add his Reputation bonus to a roll, he can also add his Sympathy bonus.

For example, Verius the smuggler is a 7th-level scoundrel, with a Reputation bonus of +2. He has just completed his first spice-running contract for a Hutt, and he gains a Sympathy point. He dealt positively with the Hutt criminal syndicate, so he decides to apply this point of Sympathy to that faction. He can now add his +1 Sympathy bonus as well as his Reputation bonus to Bluff, Diplomacy, Entertain, Gather Information, and Intimidate checks when dealing with members or representatives of the Hutt criminal syndicate. Verius now has +3 total bonus.

Intimidate interacts differently with Reputation, and this difference applies to Sympathy as well. Characters with a bad reputation (such as characters with the Infamy feat) add the full Reputation bonus, and thus the full Sympathy bonus, to Intimidate checks. Characters who are not considered infamous only add half their combined Reputation and Sympathy bonuses, rounded down.

For example, Verius tries to browbeat a Hutt's Rodian majordomo. But Verius has a fairly good

public image (he's not infamous), so his combined Reputation and Sympathy bonus of +3 is halved to +1.5, rounded down to +1. Verius adds only +1 to his Intimidate check against the Rodian.

Conflicting Sympathies

Characters can develop Sympathy for more than one faction—and sometimes these Sympathies conflict. What happens when a character has, for example, both Rebel and Imperial Sympathies? When the GM judges that a conflict of interest exists—for example, the character is negotiating with the Empire to buy weapons, which may or may not be intended for the Rebel Alliance—apply the appropriate Sympathy as a bonus and the conflicting Sympathy as a penalty. In effect, the difference between the two Sympathies is the total modifier.

For example, Verius has developed a good working relationship with both sides in the Galactic Civil War. He has a +2 Sympathy bonus for the Empire and a +4 Sympathy bonus for the Rebellion. When dealing with

Table 5-1: Faction Alignments

Faction	Allied with	Opposed By
Antarian Rangers	the Jedi	Yuuzhan Vong, Confederacy of Independent Systems
The Black Sun criminal syndicate	the Galactic Empire	Corellian Security Force; the Rebel Alliance (sometimes)
The Bothan Spynet	the Rebel Alliance	Yuuzhan Vong
Bounty Hunters' Guild	—	Yuuzhan Vong
Confederacy of Independent Systems	the Sith	the Jedi; the Republic
The Corporate Sector	the Galactic Empire (Rebellion Era)	Yuuzhan Vong
Corellian Security Force	the Galactic Empire (Rebellion Era)	the Black Sun criminal syndicate; the Hutt criminal Syndicate; the Shadow Wing; Yuuzhan Vong
The Galactic Empire	the Black Sun criminal syndicate; the Corporate Sector Authority; (Rebellion Era); Corellian Security Force (Rebellion Era); the Mistryl Shadow Guards (sometimes); noble houses (sometimes); Sienar Fleet Systems; the Sith	the Hutt criminal syndicate (sometimes); the Jedi; the Rebel Alliance; Yuuzhan Vong
The Hutt criminal syndicate	—	Corellian Security Force; the Galactic Empire (sometimes); the Rebel Alliance (sometimes); Yuuzhan Vong
The Jedi	Antarian Rangers; the Republic; the Rebel Alliance	Confederacy of Independent Systems; the Galactic Empire; the Sith; Yuuzhan Vong; Peace Brigade
The Mistryl Shadow Guards	the Galactic Empire (sometimes)	Yuuzhan Vong
Noble Houses	the Galactic Empire (sometimes); varies by noble house	varies by noble house; Yuuzhan Vong
Peace Brigade	Yuuzhan Vong	the Jedi
The Rebel Alliance	the Jedi	the Black Sun criminal syndicate (sometimes); the Galactic Empire; the Hutt criminal syndicate (sometimes); the Sith; Yuuzhan Vong
The Republic	the Jedi	Confederacy of Independent Systems; Yuuzhan Vong
Sienar Fleet Systems	the Galactic Empire	Yuuzhan Vong
The Sith	the Galactic Empire	the Jedi, the Rebel Alliance; Rebel Alliance
Yuuzhan Vong	Peace Brigade	all other factions

the Rebel Alliance in matters involving the Empire, he gains only a +2 bonus (+4 Rebel Sympathy, minus +2 Imperial Sympathy). Conversely, when dealing with the Empire in matters involving the Rebel Alliance, Verius suffers a -2 penalty (+2 Imperial Sympathy, minus +4 Rebel Sympathy). If Verius were trying to use Intimidate, though, remember that the total bonus provided by his Reputation and Sympathy scores is halved (giving him a +1 bonus for dealing with the Rebel Alliance, and a -1 penalty for dealing with the Empire).

Table 5-1: Faction Alignments gives the factions covered in this chapter, showing any conflicts between them. In addition, the GM can rule that factions conflict depending on circumstances and events in the campaign. For example, the Bothan Spynet and Hutt criminal syndicate don't normally conflict, but if the circumstances of a given adventure pitted them against one another, the GM could rule that their Sympathies conflict.

Losing Sympathy

Sympathy bonuses are not permanent, like Reputation bonuses are. Characters can lose Sympathy bonuses with a faction in two different ways: by overtly working against the faction, or by neglecting the faction.

Betrayal: When a character works against a faction with whom she has Sympathy, at the end of the adventure she automatically loses a point of Sympathy with that faction. For example, a character with Rebel Sympathy who hijacks a Rebel supply ship during an adventure loses one point of Sympathy with the Rebellion.

This Sympathy loss is cumulative. A character who actively opposes a faction multiple times in the same adventure can lose multiple Sympathy points. Sympathy scores can never drop below zero, however.

Neglect: When a character stops working with a faction, the faction begins to lose interest in working with the character. Every time a character advances a level, the player rolls a d20 for each faction and adds the character's Sympathy score for that faction. The player does not roll for the highest-rated one. The character's highest Sympathy score sets the DC. (If two or more scores are tied for highest, the player chooses which sets the DC; the player must then roll for the others.) If the check fails, the character loses a point of Sympathy for that faction.

Highest Sympathy Score	DC
1-2	5
3-4	10
5	15

For example, after an adventure, Verius adds a point to his Rebel Sympathy score, and advances a level. He now has a +5 Hutt Sympathy, a +4 Rebel Sympathy, and a +2 Imperial Sympathy. His Hutt Sympathy score sets the DC for the checks at 15. He rolls 1d20 and adds +4 for his Rebel Sympathy, and

gets a 12, for a total of 16—just enough. He repeats the process for his Imperial Sympathy, and gets a 7, for a total of 9—short of what he needs. Verius loses a point of Imperial Sympathy, but maintains his good relations with the Rebellion.

Joining a Faction

A character can officially join a faction or organization. Doing so usually requires the organization's approval, and such approval often only follows a period of observation or a test of loyalty (see the individual faction descriptions). There may be a minimum Sympathy bonus requirement as well.

Joining a faction offers a number of advantages. For starters, the character gains 1 point of Sympathy for that faction. Also, he can take faction-specific feats and prestige classes.

However, there is a down side. When a character joins a faction, he loses 1 point of Sympathy for all other factions with which he has Sympathy. A character can also only join one faction at a time and must leave his current faction before joining a different one. Leaving a faction often has its own set of disadvantages.

Antarian Rangers

The Antarian Rangers are a unique paramilitary organization of non-Force-users who, unlike many citizens of the galaxy, do not fear the power of the Jedi and actively assist them whenever possible. The Antarian Rangers dedicate their lives to acting as support troops for the Jedi, and are deployed in reconnaissance and covert operations to make the work of the Jedi easier. Often tasked with doing what some would consider the "dirty work," the Rangers are treated by the Jedi Council with indifference. The opinions of individual Jedi vary, however, and many work closely with them and truly value their service.

An organization with just over a thousand total members, the Antarian Rangers are as diverse as the Jedi they serve. Typically, those Jedi who choose to make use of the organization deal with a small group of Rangers with whom they are familiar, and rely on the same Rangers repeatedly. Some Jedi actually have semipermanent Antarian Ranger companions who travel the stars with them and assist them in a fashion similar to the Padawan-Master relationship. Whenever a Jedi wants a traveling companion or aide, typically one to three Rangers accompany him on his journeys. Otherwise, the various branches of the Antarian Rangers train, hone their skills, and prepare for a time when they will be needed to assist the Jedi in whatever way they can.

The Antarian Rangers were founded some 600 years before the Clone Wars and continued to flourish up until the rise of the Empire. On the planet Antar 4, home of the Gotal species, a Coruscant-born Human Jedi Knight named Marus Timpel was performing routine duties that brought him into contact with a



being who was turned down for Jedi training. Kaskutal, a Gotal with limited Force sensitivity, had been turned away as a child by Timpel himself and had gone on to become a very successful and wealthy businessman specializing in trade negotiations and intercessions. The two become fast friends, and during their discussions Timpel expressed his frustrations with the limitations his Jedi lifestyle put on his travels and available resources. Kaskutal, still harboring admiration for the Jedi despite being turned away, offered to help and raised funds and resources from donors and investors to create an organization to help alleviate those problems. This organization came to be known as the Antarian Rangers, and it soon spread beyond Antar 4 into the rest of the galaxy.

In the early years, the organization was small but ambitious. Kaskutal, the first true Antarian Ranger, used his minor Force sensitivity, Gotal senses, and business acumen to assist Timpel throughout the rest of his career. Upon Timpel's death, Kaskutal relegated himself to a more administrative role, seeing to it that the organization formed branches throughout the galaxy. Within 50 years, the Antarian Rangers had divisions in several well-populated systems, including Corellia, Brentaal, Ruan, and Coruscant.

Over time, the expansion throughout the Core Worlds caused the organization to become Human-dominant, but other species did join the cause and sometimes rose into positions of leadership. The Jedi, being more loosely organized at the time, did not discourage the growth of the organization, as the Rangers proved their usefulness without drawing upon Jedi resources. Thanks to

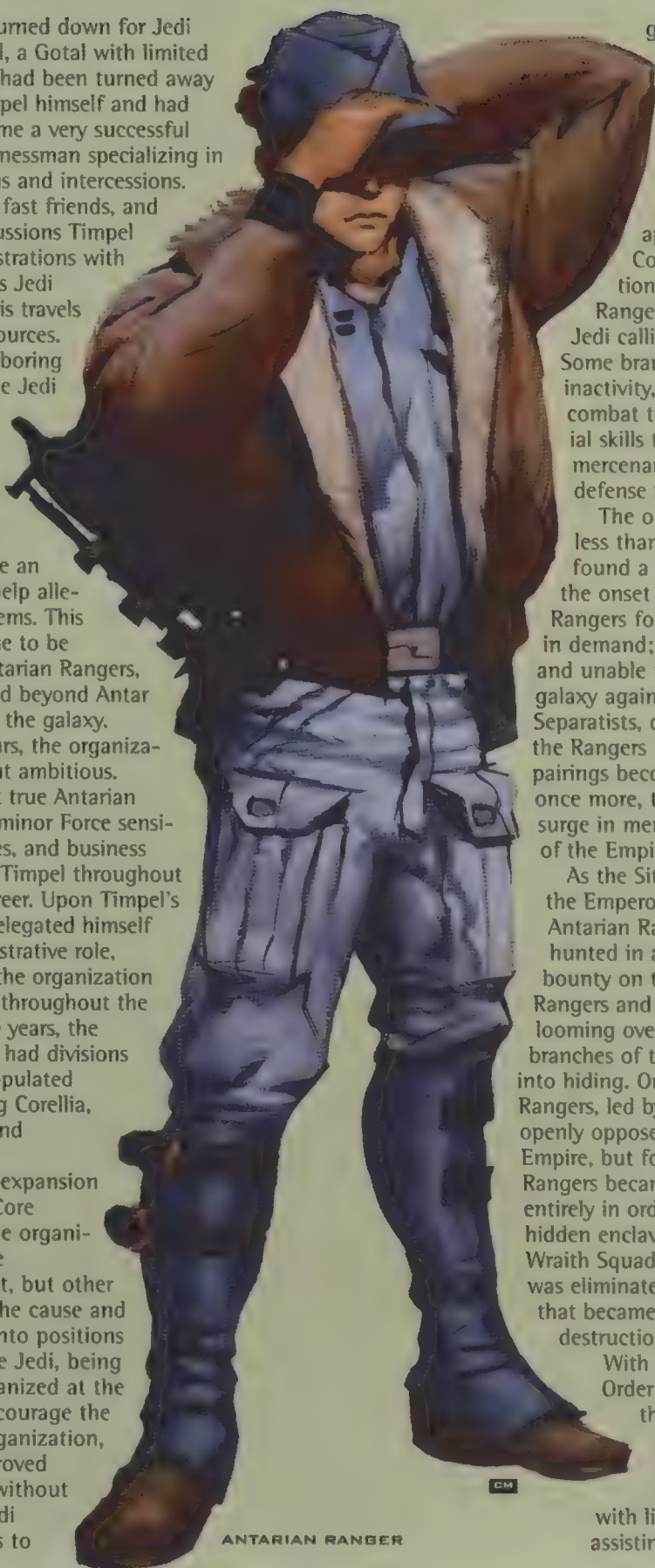
good investment decisions and some savvy business deals, Kaskutal ensured that the Rangers were financially stable, if not overly wealthy.

As the Clone Wars approached and the Jedi Council took a more traditionalist stance in policy, the Rangers found fewer and fewer Jedi calling upon them for help. Some branches disbanded due to inactivity, while others used their combat training and entrepreneurial skills to become freelance mercenaries or sector defense forces.

The organization, reduced to less than half its former size, found a brief revitalization with the onset of the Clone Wars. The Rangers found themselves suddenly in demand; the Jedi, outnumbered and unable to sufficiently defend the galaxy against the threat of the Separatists, once again called upon the Rangers for aid. As Jedi-Ranger pairings become more commonplace once more, the group saw a brief surge in membership before the rise of the Empire.

As the Sith Lord Darth Vader and the Emperor eradicated the Jedi, the Antarian Rangers found themselves hunted in a similar fashion. With a bounty on the heads of the known Rangers and the threat of Inquisitors looming over them, the remaining branches of the Antarian Rangers went into hiding. One group of Antarian Rangers, led by a Feeorin named Solm, openly opposed the tyranny of the Empire, but for the most part the Rangers became secluded or disbanded entirely in order to avoid capture. The hidden enclave at Toprawa, home of Wraith Squadron member Tyria Sarkin, was eliminated by the Empire in a case that became typical of the eventual destruction of the Rangers.

With Luke Skywalker's Jedi Order rising after the defeat of the Empire, a small group of Antarian Rangers from the old days has tried to revitalize the organization with limited success. Primarily assisting with Luke Skywalker's



ANTARIAN RANGER

"Great River" and helping combat the Yuuzhan Vong invasion, this new group of Rangers numbers at no more than 50 or 60 beings.

Antarian Ranger Sympathy

Though not condoned or supported by the Jedi themselves, the Antarian Rangers are a well-respected (if not widely known) organization. Though many are wary of any independent organization that goes about so heavily armed during the relative peace of the Old Republic, the Rangers have suffered almost none of the negative publicity surrounding the Jedi and those associated with them. Those intimidated by the awesome powers of the Jedi sometimes seek out the Rangers as a less intimidating means of contributing to the cause.

The Antarian Rangers are a natural place for those without the ability to touch the Force to turn to in fulfilling dreams of connecting with the Force. Additionally, in the days when rules on emotional attachment for the Jedi were lax, some Jedi and Antarian Rangers intermarried. As a result, Jedi occasionally have family, as well as ideological, ties to the Rangers. With the rise of the Empire, the Rangers were hunted as fervently as the Jedi by Lord Vader and the Inquisitors. Any discovered to be associated with the Antarian Rangers faced the same punishment as those connected with the Rebel Alliance or who harbored fugitive Jedi. Sympathizing with the Antarian Rangers can be a dangerous choice at times, and the organization requires dedication and loyalty not often found in the galaxy.

Joining

Very few members of the Antarian Rangers actually choose to join the organization without prompting from an existing member. The Rangers continually keep tabs on recruits turned down for Jedi training, especially those old enough to make the decision to join the organization. Any being that admires the Jedi Order and wishes to uphold its ideals can join the Antarian Rangers, though the ones that go the furthest in the organization are those with physical and mental prowess to match their dedication.

When first entering the group, all members are evaluated for their pertinent skills and potential contributions to the organization. While most applicants eventually go on to become support personnel—technicians, transport pilots, communications experts—some do enter the training required to become a full-fledged Ranger.

Before becoming Rangers, trainees are called Explorers; at this rank, they accompany Rangers on dangerous missions and get field training but are not yet given independent duties. Eventually they become full-fledged Rangers and earn all the rights and responsibilities fitting of the rank.

There are no special requirements for joining the Antarian Rangers.

Leaving the Antarian Rangers

The Antarian Rangers can ill afford losses, even at the height of the organization's membership. Never a large faction, the Rangers value the services of each and every member, and go out of their way to keep members in the fold. Though retirement and discharges as a result of injury are both acceptable, simply leaving the organization without good reason is viewed as desertion.

Despite this, the Antarian Rangers will not stop a member from leaving if he persists on parting ways. Like any other paramilitary organization, the Rangers are concerned about the organization's secrets, and they take steps to eliminate the problem if an ex-member is revealing more than she should. Leaving the Rangers to become a member of the Jedi Order, rare a case as it may be, is seen as an exceptional honor, and anyone who does so receives a fond farewell from the other members.

Any Antarian Ranger who commits overtly evil or cruel acts can be expelled from the group much as the Jedi expel those who dabble with the dark side. A Ranger may also be court-martialed for improper conduct or violating the rules of the organization, receiving a dishonorable discharge from the group before being cast out.

Leaving the Antarian Rangers usually reduces a character's Antarian Ranger Sympathy to half its previous level (rounded down). However, if a member leaves to join the Jedi Order, her Antarian Ranger Sympathy remains the same.

Faction Feats

The following feats are associated with the Antarian Rangers faction.

Field Guide

You have the ability to lead groups of people when covering ground on field missions.

Prerequisite: Wisdom 13+.

Benefit: When using the trailblazing ability, the penalty to Survival checks is reduced to -2 for every ten additional individuals in the group.

Special: You must have joined the Antarian Rangers to take this feat, but you do not lose its benefits if you later leave the Antarian Rangers.

Jedi Petitioner

You have connections within the Jedi Order and have enough pull to gain an audience with the Jedi Council. You can gain this audience on fairly short notice.

Prerequisite: Antarian Ranger Sympathy +5.

Benefit: Provided you have access to appropriate communication channels (a subspace transceiver, for example) and adequate transportation to Coruscant, you can reach the Jedi Temple and request an audience, which will be granted in 1d10 > 5 hours of making the request.



Table 5-2: The Antarian Ranger

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+1	Starting feats, teamwork	+1	+0
2nd	+2	+3	+2	+2	Reconnaissance	+2	+0
3rd	+3	+3	+2	+2	Jedi familiarity	+2	+1
4th	+4	+4	+2	+2	Contact	+2	+1
5th	+5	+4	+3	+3	Jedi reputation	+3	+2

Being granted an audience with the Jedi Council does not automatically guarantee that any requests made of them will be granted. While the Jedi can provide resources, support, and even occasional direct help, the Council rarely grants any more assistance to a non-Jedi than it would a young Padawan.

Normal: Petitioning the Jedi Council can take days or even weeks, and even then an audience is rarely granted to a non-Jedi.

Antarian Ranger Prestige Class

The life of an Antarian Ranger is not an easy one, and only the most dedicated and the most fit for the position thrive within the organization. Very few members of the Antarian Rangers actually earn the coveted rank of Ranger, as most become the support personnel for this elite group. This prestige class represents the true Rangers.

The Rangers are trained to be the masters of any terrain; they must be stealthy, observant, and capable if they are to assist the Jedi in the field. Upon reaching the rank of Ranger, members are typically assigned to a certain sector and, in some cases, to a particular Jedi who has requested their services. Not having a set uniform, Rangers are rewarded with a distinctive brown leather jacket reminiscent of those worn by off-duty members of sector defense forces.

Requirements

To qualify to become an Antarian Ranger, a character must fulfill the following criteria:

Base Attack Bonus: +7.

Skills: Move Silently 6 ranks, Spot 6 ranks, Survival 8 ranks.

Special: The character must have officially joined the Antarian Ranger organization and been designated worthy of the rank of Ranger by the leadership council.

Game Rule Information

Vitality: An Antarian Ranger gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Antarian Ranger's class skills (and the key ability for each skill) are Climb (Str), Craft* (Int), Demolitions (Int), Disable Device (Int), Gather Information (Cha),

Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), and Swim (Str).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids) and Knowledge (politics).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Antarian Ranger prestige class.

Starting Feats

The Antarian Ranger gains the following feats:

- Armor Proficiency (light)
- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (blaster rifles)
- Weapon Group Proficiency (simple weapons)
- Weapon Group Proficiency (vibro weapons)

Teamwork

Whenever an Antarian Ranger works with another member of his organization, he acts more quickly and with more efficiency than when working with non-Rangers. When cooperating on a skill check with another Antarian Ranger, the Ranger gives the leader a +3 circumstance bonus instead of the normal +2 if his aid another check succeeds. (See Cooperation in Chapter Four of the *Star Wars Roleplaying Game*.) When flanking a defender with another Ranger, the bonus on attacks for flanking is +3 instead of the normal +2.

Reconnaissance

Antarian Rangers are adept at recognizing the signals given off by the terrain around them. Beginning at 2nd level, an Antarian Ranger may add his Antarian Ranger level to all Listen, Search, and Spot checks.

Contact

Antarian Rangers gain the trust and assistance of the Jedi Order. When an Antarian Ranger gains a contact, the GM should develop a supporting character to represent the contact. Contacts for Antarian Rangers come exclusively from the Jedi Order or related organizations (such as the AgriCorps).

A contact won't accompany the Antarian Ranger on missions or risk his or her life, but the contact will provide Information or expert skills. The more powerful the contact, the less time he or she has to offer the Ranger. Whatever the case, the Ranger should not

be allowed to call on the contact more than once per adventure. See *Favors and Contacts* in Chapter Twelve of the *Star Wars Roleplaying Game*.

Jedi Familiarity

At 3rd level, Antarian Rangers become so familiar with Jedi and their ways that their minds become exceptionally open to Force abilities. Whenever the Ranger is the target of the Force Mind, Knight Mind, or Master Mind force feat, he does not count as an additional target when determining the vitality point cost for using the feat. For example, if the Ranger were one of three individuals targeted by a Jedi using the Knight Mind feat, the Jedi would pay the vitality point cost as if there were only two individuals targeted.

Jedi Reputation

A Ranger who has performed the services asked of him gains a certain amount of respect from members of the Jedi Order. When making checks that would normally allow the use of Jedi Sympathy, the Ranger may instead use his Antarian Rangers Sympathy.

The Black Sun Criminal Syndicate

Anyone who says that the Hutts are a leading example of organized crime has never heard of Black Sun. Black Sun differs from the Hutt criminal syndicate chiefly in that, not being a sovereign state, it operates covertly, and it does so with the tacit approval of the Emperor himself. Black Sun deals in information, much like the Bothan Spynet, but Black Sun acquires it in a much more aggressive and ruthless fashion. Through blackmail, coercion, intimidation, and sometimes assassination, Black Sun learns what others would rather keep secret—then uses those very same techniques to turn information into credits.

In the Rebellion era, the leader of Black Sun, the Falleen Prince Xizor, has close ties with the Emperor—almost as close as Darth Vader's. As such, Xizor is perhaps the third most powerful person in the galaxy. To increase his standing, he constantly plots and schemes Darth Vader's downfall—just as Vader plots Xizor's. Emperor Palpatine, meanwhile, plays one off against the other, perhaps to keep two such powerful individuals from allying against him. Prince Xizor, though, could never share control of the galaxy with another, and so whether he was to work with Vader against the Emperor, or the Emperor against Vader, the day would soon come when he would have to remove the survivor from the equation.

Assisting Xizor in his rise to power is his lovely aide Guri—a cunningly designed Human replica droid virtually indistinguishable from a real Human woman. Xizor is the hidden power behind Black Sun, and Guri is his bodyguard and personal enforcer.

No one can truly say when or where the Black Sun criminal syndicate came into being; it seems to have

been a fact of life for as long as any underworld figure can remember. Prince Xizor is certainly not its first leader, though he is most definitely its best. Black Sun has at times dealt in arms, spice, liquor, slaves, kidnapping, extortion, bounties, contract killings, and credit laundering. All of this business is conducted right under the nose of the authorities—Prince Xizor's palace on Imperial Center is not far from the Emperor's palace, in fact. Indeed, the Empire is one of Black Sun's best customers.

What Imperial Intelligence cannot discover for itself, Prince Xizor's operatives often can garner with ease. Because Black Sun frequently gathers information through blackmail and coercion, it has informants not only within the Rebel Alliance but also the Corporate Sector, Hutt Space, and even the Unknown Regions. Perhaps the only organization they have not been able to successfully infiltrate is the Bothan Spynet—their only real competition in the field of galactic intelligence—which might explain why no cover identity is ever good enough to get past them.

Like the Bothan Spynet, Black Sun conducts its business in secret. Its members might be well known individuals, but they lead double-lives, and their real agenda is known only to Black Sun. Prince Xizor expects his operatives to exercise extreme discretion, or brace for the consequences—and he is not generally considered a forgiving person. The rewards for good service, on the other hand, are great: Even a lowly street thug, with diligence and loyalty and the proper amount of initiative, can rise to the rank of *vigo*, or lieutenant, in Black Sun. And rank, especially in Black Sun, carries many privileges.

Black Sun Sympathy

Black Sun pays well for profitable information. Because of the secretive nature of the criminal syndicate, they prefer that most of their informants never know where their information is going. Black Sun employs all manner of individuals with handy skills, from speeder drivers to assassins, and often never use the same person twice. The only real drawback to such well-paying, light work is that curiosity is an undesirable trait in contract employees, and those who see just a bit too much are liable to quietly disappear in the middle of the night.

Joining

Permanent agents of the Black Sun criminal syndicate are actually no more inherently long lasting than the temporary kind; the only difference is that they get a steady pay chit from Black Sun for as long as they survive. The work is often dangerous, since taking advantage of illicit information frequently means strapping on a blaster and taking what belongs to someone else—and the rightful owner all too often objects. Black Sun is no place for people who don't want to get their hands dirty; even Prince Xizor sometimes deals with matters personally. Black Sun is an organization that rewards ambition, initiative, ability,

and ruthlessness in equal measure, and the more one is willing to advance through coercion, deceit, and brutality, the farther she will go.

Black Sun recruits almost entirely out of its pool of temporary labor. Its existence is a closely guarded secret—a rumor at best—so aspiring members cannot simply seek out a known Black Sun operative and ask for an interview. Instead, Black Sun slowly brings the new member deeper into the organization until she is in too deep to back out.

In fact, because Black Sun is a criminal organization that uses ill-gotten information to coordinate illegal activities, one might say that the job interview never really ends. Any failure—to complete one's assigned tasks, to pay proper respect to one's superiors, and above all, to keep quiet about Black Sun and its activities—is met with stern and sometimes lethal punishment.

Joining the Black Sun criminal syndicate requires Black Sun Sympathy +2.

Leaving the Black Sun Criminal Syndicate

No one has ever managed to “resign” from Black Sun. Membership is for life, and leaving Black Sun—especially following some sort of transgression—is effectively a request for execution. Some members have tried to run and hide, only to discover that Black Sun's agents can find and kill nearly anyone, nearly anywhere. The only way to survive separation from Black Sun is to contract a debilitating illness or injury—unpleasant options at best. Otherwise, one can best hope to make a suitable living from Black Sun for as long as possible, and eventually die quietly in one's sleep.

Should a character survive such a defection, leaving the Black Sun criminal syndicate results in the loss of all Black Sun Sympathy.

Faction Feats

The following feat is associated with the Black Sun faction.

Underworld Connections

You can arrange with Black Sun for crimes to be committed, without becoming personally involved.

Benefit: You can attempt favor checks to arrange criminal acts (see Favors and Contacts in Chapter Twelve of the *Star Wars Roleplaying Game*). Easy favors could include procuring a weapon (where weapons are illegal), stealing a vehicle, or helping to

cover up a small crime. Problematic favors could include stealing a small starship, having someone attacked, or helping to cover up a felony (such as robbery or assault). Difficult favors could include stealing a large starship, having someone killed or kidnapped, or helping to cover up a major felony (such as murder). In any case, the crime is committed without your involvement becoming known.

Whenever you successfully arrange a favor like this with Black Sun, you must immediately attempt a Diplomacy check, with the DC equal to the DC of the favor. If the check fails, you lose one point of Black Sun Sympathy. If the check fails by 10 or more, you lose one point of Black Sun Sympathy and Black Sun expects you to assist them in some equally criminal way (such as arranging a similar favor for someone else). This ensures that they have something to use against you at some point in the future, if they deem it necessary to do so.

Special: You must have joined the Black Sun criminal syndicate to take this feat. If you later leave Black Sun, you lose the benefits of this feat.

Black Sun Enforcer Prestige Class

Though the existence of Black Sun is officially just a myth, the criminal syndicate occasionally needs to make its presence known. The enforcers of Black Sun frequently provide a public face, even though they never mention Black Sun or any of its leaders by name. Black Sun's enforcers conduct the day-to-day business of ensuring that their particular brand of organized crime stays organized. When someone gets out of line, when someone gets too inquisitive, or when a message needs to be sent, Black Sun sends an enforcer to do the dirty work. Black Sun's more intelligent (or luckier) associates never have to talk to an enforcer more than once in their lifetimes.

Despite the overall secrecy of the Black Sun criminal syndicate, its enforcers tend to cultivate frightening reputations—even though the average citizen has no idea who the enforcer's employer might be. Rumors abound of enforcers who have thrown troublesome individuals into the canyons of Imperial Center, or who have dismembered inquisitive journalists. Imperial troops, strangely, rarely investigate Black Sun activities for very long. Either they, too, fear the reputation of the brutal enforcers, or they have orders not to interfere. Either possibility is disturbing to contemplate.

Table 5-3: The Black Sun Enforcer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Starting feats, bonus feat	+1	+1
2nd	+1	+2	+2	+0	Inspire fear –2	+2	+2
3rd	+2	+2	+2	+1	Bonus feat	+2	+2
4th	+3	+2	+2	+1	Inspire fear –4	+2	+3
5th	+3	+3	+3	+1	Bonus feat	+3	+4

Requirements

To qualify to become a Black Sun enforcer, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Black Sun Sympathy: +2.

Skills: Intimidate 8 ranks, Knowledge (streetwise) 4 ranks.

Feats: Armor Proficiency (light), Underworld Connections, Weapon Group Proficiency (any three).

Special: Only characters who have joined the Black Sun can become Black Sun enforcers.

Game Rule Information

Vitality: A Black Sun enforcer gains 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Black Sun enforcer's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions): Climb (Str), Craft* (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Pilot (Dex), Profession* (Wis), Sense Motive (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the Black Sun enforcer prestige class.

Starting Feats

The Black Sun enforcer gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (vibro weapons)

Bonus Feat

At 1st level, and again at 3rd level and 5th level, the Black Sun enforcer gets a bonus feat. This feat must be drawn from the following list, and the Black Sun enforcer must meet any prerequisites.

Armor Proficiency (medium, heavy, powered), Combat Reflexes, Diplomatic Immunity*, Frightful Presence, Improved Critical, Infamy, Martial Arts (Defensive Martial Arts, Improved Martial Arts, Advanced Martial Arts), Perfect Memory*, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Multishot, Shot on the Run), Power Attack (Cleave, Great Cleave, Improved Bantha Rush, Sunder), Quick Draw, Resist Poison*, Street Smart*, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Focus.

*This feat is described in Chapter Three: Skills and Feats.

Inspire Fear

Beginning at 2nd level, the Black Sun enforcer's infamy and reputation reach such a point that anyone

of the same character level or lower has trouble taking direct actions against her. This results in a -2 penalty to any actions made to directly affect the Black Sun enforcer, including attacks, skill checks in opposition to the Black Sun enforcer, and Force-based skill uses. At 4th level, the penalty increases to -4.

If the Black Sun enforcer gains the inspire fear ability from some other source, such as the Black Sun vigo or crime lord prestige class, the penalties stack.

Black Sun Vigo Prestige Class

In the Black Sun criminal hierarchy, the vigos, or lieutenants, fall just below Prince Xizor in their authority. They collectively oversee Black Sun's operations in a variety of illegal industries and endeavors, from smuggling to political assassinations, all the while posing as legitimate businesspersons. The vigos answer only to their prince, and in return for their service and loyalty they are rewarded with power, luxury, and fabulous amounts of treasure.

Should a vigo fail Black Sun (or threaten the power of the prince), the vigo is rewarded with a swift but excruciating death. The roster of Black Sun vigos, not surprisingly, changes rather frequently; Xizor cannot afford to let any of his lieutenants become too powerful. To ensure a long life, a vigo must be profitable and effective, while simultaneously being without ambition—at least, where the prince is concerned. Of course, such an individual must also measure how ardently he supports the prince. Despite all of their power, the various leaders of Black Sun have never learned the secret of living forever—and siding too loyally with one prince may be a fatal black mark in the next one's book.

Requirements

To qualify to become a Black Sun vigo, a character must fulfill the following criteria.

Skills: Bluff 10 ranks, Diplomacy 10 ranks, Intimidate 10 ranks, Knowledge (streetwise) 10 ranks, Sense Motive 8 ranks.

Feats: Influence, Underworld Connections.

Dark Side Points: 5.

Reputation: +4.

Black Sun Sympathy: +4.

Special: Only characters who have joined the Black Sun criminal syndicate can become Black Sun vigos.

Game Rule Information

Vitality: A Black Sun vigo gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Black Sun vigo's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate

(Cha), Knowledge* (Int), Profession* (Wis), Sense Motive (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Black Sun vigo prestige class.

Starting Feats

The Black Sun vigo gains the following feats:

- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (vibro weapons)

Resource Access

At 1st level, the Black Sun vigo has access to a wide array of resources. Once per day, the Black Sun vigo can make a Charisma check to use those resources.

The value of resources gained equals the Black Sun vigo's class level \times the result of the Charisma check \times 50. Thus, a 4th-level Black Sun vigo who gets a result of 13 on his Charisma check would gain 2,600 credits' worth of resources. These resources can take almost any form the Black Sun vigo desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Black Sun vigo chooses to make the check.

Favor

Black Sun vigos have so much influence on the worlds around them that they can ask and usually receive favors from those they know. By making a favor check, the Black Sun vigo can call upon contacts to gain important information without going through the time and trouble of research. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the Black Sun vigo makes a favor check. Roll a d20 and add the Black Sun vigo's favor bonus. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The Black Sun vigo can't take 10 or take 20 on this check, nor can he retry the check for the same (or virtually the same) favor.

The Black Sun vigo can try to call in a favor a number of times in a week of game time that's equal to half his Black Sun vigo levels, rounded down (minimum 1).

If the Black Sun vigo has levels in noble, he may add his favor bonus from that class when making a favor check. In addition, he may add his noble class levels to his Black Sun vigo class levels when determining the number of times per week he can use this ability.

Table 5-4: The Black Sun Vigo

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Starting feats, resource access, favor +1	+1	+1
2nd	+1	+2	+2	+2	Minions, inspire fear -2	+2	+2
3rd	+2	+2	+2	+2	Favor +2	+2	+2
4th	+3	+2	+2	+2	Inspire fear -4	+2	+3
5th	+3	+3	+3	+3	Exceptional minions, favor +3	+3	+4

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM can disallow any favor deemed to be disruptive to the game. See the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* for additional information.

Minions

Beginning at 2nd level, a Black Sun vigo can add his Black Sun vigo class level to any Reputation checks made to attract followers. (See Followers in Chapter Six of the *Star Wars Roleplaying Game*.)

Inspire Fear

Beginning at 2nd level, the Black Sun vigo's infamy and reputation reach such a point that anyone of the same character level or lower has trouble taking direct actions against her. This results in a -2 penalty to any actions made to directly affect the Black Sun vigo, including attacks, skill checks in opposition to the Black Sun vigo, and Force-based skill uses. At 4th level, this penalty increases to -4.

If the Black Sun vigo gains the inspire fear ability from some other source, such as the Black Sun enforcer or crime lord prestige class, the penalties stack.

Exceptional Minions

At 5th level, the maximum total levels of the Black Sun vigo's minions is twice his Reputation bonus.

Ex-Vigos

A Black Sun vigo whose Black Sun Sympathy drops below the required minimum loses all special abilities derived from this prestige class. When his Black Sun Sympathy meets the requirement again, the vigo can regain his former power.

A Black Sun vigo who joins another faction is in deep trouble. Black Sun will spare no effort to execute and silence the traitor as soon as possible.

The Bothan Spynet

Information is power, and the Bothan Spy Network deals in information, collecting, trading, and selling it to select customers—particularly, but not exclusively, the Rebel Alliance. Strongly anti-Imperial, the Bothan Spynet operates in almost total secrecy, with agents

of a variety of species located all over the galaxy. Like most of Bothan society, the purpose of the Spynet is to further the goals of the Bothan people: power and prestige, certainly, but more importantly, the Bothan way of life. Its members, subsequently, do whatever it takes to provide a steady flow of valuable information, and thus, income.

The Bothan Spynet is administrated by the formidable Koth Melan, who is largely responsible for the Spynet's pro-Rebel leanings, owing to his father's execution by the Empire on trumped-up charges. Working for Melan is a vast network of spies and informants, universally dedicated to overthrowing the Empire and restoring freedom to the galaxy. Though many of these operatives are of other species, few of these hold positions of authority in the spynet.

While the Bothan Spynet operates in secrecy, its existence is well known in the galactic intelligence community. Indeed, it would be difficult to hide the Bothan species' predilection for information-gathering; they are widely recognized as the galaxy's leading authorities on the subject, since their ancestors mastered the art over three centuries before the Battle of Yavin. The Spynet formed out of secret meetings between the Bothan government and information theorists who had researched and assembled new intelligence-gathering techniques. Apocryphal tales suggest that this handful of Bothan professors actually blackmailed the Bothan government into financing their endeavor, using illicit information they had gathered via their techniques. Whatever the case, the Bothan Spynet formed a short while later, and within a decade had agents in every major system across the galaxy, and, within another decade, within every major city.

Some say the Spynet's success is due to its objectivity: Rarely does the spynet act on the information it obtains, preferring instead to sell the information to someone who will act on it. Certainly, the Spynet's operatives tend to be mainly passive observers and data collectors—not the sort of dashing spies seen in action holodramas—and they are much more likely to think their way out of problems than fight their way out. Many Spynet agents spend years establishing a good, solid cover, and because they are paid for the information they deliver, they have no interest in doing anything that makes getting information more difficult.

Those interested in working for the Bothan Spynet need not apply; the Spynet probably already knows who you are.



Bothan Spynet Sympathy

The Bothan Spynet is not keen on using freelance operatives, but it certainly doesn't turn its back on those who aid them in their efforts. Certainly if one is of a mind to do favors for a galaxy-spanning organization, the Bothan Spynet is a good candidate. What they do not pay in hard currency they can provide out of their stock-in-trade: information. Of course, once the Bothans have paid, the debt is settled; good will only goes so far in the information brokerage business.

Joining

Becoming part of the Bothan Spynet is not as dangerous a proposition as joining the Rebel Alliance, but it can come close. Spynet operatives pursue information no matter where it is found, and the price of being caught snooping in the wrong place at the wrong time can be fatal. The Spynet encourages its operatives to gather information covertly, relying on disguises and major fabrications. Even so, in extreme circumstances, an operative might find himself, with no advance warning, crawling through greasy service conduits or staging a violent diversion for his fellow spies. Most of the reward with the Bothan Spynet lies in job satisfaction, and the knowledge that one's efforts have contributed to the overall safety and prosperity of the Bothan people and free people everywhere.

Membership in the Bothan Spynet is invitation only, and when the Bothans approach a character about joining up, they've already decided that he's qualified. The Bothan Spynet looks for people who have keen observational skills, as well as the ability to blend into a crowd and not attract undue attention.

Training commences immediately and usually consists of establishing and maintaining a cover identity in a new locale, while simultaneously collecting data on the activities conducted there. This almost always involves working, at least temporarily, with a more experienced spy, who shows the new operative how to collect information without appearing inquisitive, and how to transmit it without generating suspicion. After an "internship" of a few months, the new operative moves to another, more permanent location, to establish a new identity and begin collecting data.

Joining the Bothan Spynet requires Bothan Spynet Sympathy +3.

Leaving the Bothan Spynet

Full-time service to the Bothan Spynet is a lifetime proposition. Once someone is in, her operator expects her to provide information at almost a moment's notice, and to be prepared to provide even more within hours or days—even if she hasn't actively worked for the Spynet for several decades. The Spynet is sympathetic, however, and doesn't ask an operative to undertake missions that are beyond her

capabilities—except, of course, in extreme emergencies, when obtaining the information is worth the operative's life. But the average Bothan spy can reasonably expect a few decades of devoted service, followed by several years of, at best, semiretirement.

Leaving the Bothan Spynet results in a loss of 1 point of Bothan Spynet Sympathy. The character may find herself called to duty even after "leaving," however.

Faction Feats

The following feats are associated with the Bothan Spynet faction.

False Identity

As an operative of the Bothan Spynet, you have been equipped with an alternate identity for those times when you need to go deep undercover.

Prerequisite: Bluff 5 ranks, Low Profile.

Benefit: With the help of the Bothan Spynet, you have created an alternate persona for your character, complete with life history, goals, and motivations. When using this false identity, Sympathy bonuses that you gain are separate from Sympathy bonuses gained in your original identity. For example, your real identity could have Bothan Sympathy +5 and Hutt Sympathy +1, but your false identity could have Bothan Sympathy +1 and Imperial Sympathy +5. You will need to keep separate track of the Sympathy bonuses for each of your identities, false and real.

Special: If your false identity appears to have died (perhaps as a way for you to escape some danger or disappear), you may begin a new false identity with no points in any Sympathies.

You may take this feat multiple times to maintain multiple identities.

You must have joined the Bothan Spynet to take this feat, but you do not lose its benefits if you later quit the active service of the Bothan Spynet.

Information Debt

The Bothan Spynet owes you some favors, which it can repay in information.

Prerequisite: Bothan Sympathy +1.

Benefit: You can ask a favor from the Bothan Spynet. This favor must be in the form of information, rather than goods or services. Roll 1d20, add your Bothan Sympathy rating, and add your favor bonus (if applicable). If the total equals or exceeds the DC set by the GM, the Bothan Spynet grants your favor, but you lose a point of Bothan Sympathy. See the rules for Favors and Contacts in Chapter Twelve of the *Star Wars Roleplaying Game*.

Special: You do not lose this feat if your Bothan Sympathy is reduced to 0; you simply cannot use it again until your Bothan Sympathy bonus is +1 or higher.

Master Spy Prestige Class

The master spy is among the top operatives of the Bothan Spynet: a motivated, self-sufficient agent with the ability to appear perfectly innocent—not just temporarily, but for years or even decades. Master spies blend into the surrounding population, becoming trusted members of the community, and in some cases influential members of the society they've been assigned to infiltrate. Bothan agents have achieved high positions in the Hutt criminal syndicate and the Corporate Sector, and Human agents working for the Bothans have become Imperial officers.

Obviously, master spies never reveal their true allegiance—or, for that matter, that they work for anyone at all. Misdirection and obfuscation are the watchwords of the Bothan Spynet, and master spies know that if they are caught, they must deny every accusation until their dying breaths. To be truly successful, a master spy must be a good liar, a good listener, and a great judge of character.

Requirements

To qualify to become a master spy for the Bothan Spynet, a character must fulfill the following criteria.

Skills: Bluff 8 ranks, Gather Information 8 ranks, Read/Write Bothese, Speak Bothese.

Feats: False Identity.

Bothan Sympathy: +4.

Special: Only characters who have joined the Bothan Spynet can become master spies, although GMs may modify this prestige class for other factions and organizations that employ their own master spies.

Game Rule Information

Vitality: A master spy gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The master spy's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions): Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Knowledge* (Int), Listen (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 8 + Int modifier.

Table 5-5: The Master Spy

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Starting feats, bonus class skill	+2	+0
2nd	+1	+2	+3	+2	Popular	+3	+1
3rd	+2	+2	+3	+2		+3	+1
4th	+3	+2	+4	+2	False loyalty	+4	+2
5th	+3	+3	+4	+3	Six questions	+4	+2

Class Features

The following are features of the master spy prestige class.

Starting Feats

The master spy gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (vibro weapons)

Bonus Class Skill

At 1st level, the master spy may designate a cross-class skill (except for a Force skill) as a class skill.

This represents an area of expertise the master spy picks up due to the demands of his unusual and adaptive career.

Popular

At 2nd level, the master spy has learned to endear himself to a crowd, and thus pick up information more effectively. The cost of the master spy's Gather Information checks is reduced by 10% for every level he has in this class. For example, a 4th-level master spy pays 40% less for Gather Information checks, reducing the cost to pick up restricted information from 250 credits to 150 credits. This reduction in cost also applies to the additional cost for gaining a circumstance bonus to the check.

False Loyalty

At 4th level, the master spy can appear so devoted to another faction that he can join that faction without leaving the Bothan Spynet. He must have sufficient Sympathy to join that faction (this Sympathy can be acquired under a false identity, using the False Identity feat). Joining a second faction allows the master spy access to feats and prestige classes available only to members of that faction. The master spy must still meet the prestige class's other requirements.

Six Questions

One of the tenets of the Bothan Spynet's basic philosophy is a concept known as "the Six Questions." Members of the Bothan Spynet who master this ability learn to glean more information from less data—asking fewer questions, and analyzing the answers holistically to get the same result as asking many more questions. At 5th level, the master spy can use this technique to reduce the time for a Gather Information check to 1 hour.



Bounty Hunters' Guild

The Bounty Hunters' Guild is a large organization that, at the time of the Battle of Yavin, rivaled many crime syndicates in size. Composed of thousands of bounty hunters from across the galaxy, the organization functioned as a regulatory group to ensure that its members followed a certain code of conduct. In exchange, the Guild offered its members several perks and benefits that independent bounty hunters were never given. This trade-off worked well and ensured that Guild-endorsed bounty hunters always did their job or suffered the consequences.

The Bounty Hunters' Guild was founded as a means of not only regulating the sometimes wild and dangerous natures of hunters but also as a means of ensuring that hunters were paid on an equitable scale. As a large group, the Guild can deny access to the best bounty hunters in the galaxy if an employer does not pay enough or has a history of causing problems. Should some pompous Hutt crime lord decide to go back on a contract, the Guild can blacklist that Hutt and deny him the services of the most efficient bounty hunters.

Not all bounty hunters are members of the Guild, but many of the best and brightest are. The infamous Boba Fett never joined the Guild, but several of Lord Vader's other preferred bounty hunters did. While some hunters prefer to strike out on their own, the Guild affords its members many advantages. The Guild acts as a contract broker, finding and doling out the most lucrative contracts. The downside of this function is that the Guild takes a standard 10% off the top of each contract.

The Guild provides a number of valuable services to its members. The Guild owns a number of starship repair yards for member use (for example, there are Guild-operated yards on Nar Shaddaa and Corellia). Additionally, the Bounty Hunters' Guild provides in-house medical facilities for hunters wounded in combat. When no facility owned by the Guild can be located quickly, the Guild will often reimburse the hunter for any credits spent healing from battle wounds earned while on the hunt.

The Guild can act as a quartermaster or arms dealer when special equipment is called for. They have several stockpiles of special and heavy weaponry stashed throughout the galaxy that are accessible to Guild members. Guild membership also acts as an Imperial license to carry weapons on worlds controlled by the Empire, including Coruscant.

The Guild has an extensive information database that can be accessed via most communications networks to look up data on a planet, target, starship, or whatever else the bounty hunter might need while on the hunt.

The Bounty Hunters' Guild is actually a conglomerate of many smaller guilds spread throughout the galaxy. While each smaller guild operates mostly independently, they all coordinate with one another via

the central Guild structure. This ensures that bounty hunters on contracts in various sectors of space do not overlap their jobs with one another. Some of the guilds that make up this network include the Tresario Bounty Hunters' Guild (founded by an ex-Imperial Navy office to combat space piracy), the Mantis Syndicate (a guild that functions more like a private mercenary army composed of members from bounty hunting backgrounds), and the Ragnar syndicate (which allows its member to take on extensive freelance contracts and still remain a member of the guild). These smaller guilds communicate with one another through the larger Bounty Hunters' Guild and rarely fight among themselves; when they do, the Bounty Hunters' Guild steps in to mediate.

Bounty Hunters' Guild Sympathy

Working for the Bounty Hunters' Guild is little more than a matter of registering (either with the overall Guild or with one of the smaller local guilds) and following the standard procedures as outlined by the Guild. Once recognized by the Guild, the new member begins taking on small contracts until his or her skills are assessed and contracts of the appropriate difficulty and prestige can be assigned.

Working with the Guild is strictly a business arrangement and is treated with all the professional courtesy such an arrangement deserves. When a hunter performs well, that hunter receives better contracts and a larger credit line with the Guild, and once the hunter has proven to be a valuable and consistent member of the Guild, all the rights and privileges are unlocked for that hunter's use. The best way to earn the trust of superior members of the Guild is to accept assigned contracts and complete them with both speed and efficiency.

Joining

To join the Bounty Hunters' Guild, one must go through a process similar to applying for a new job or joining an exclusive organization. An application is filled out, and the hunter is interviewed (often informally, such as meeting in a cantina or having a conversation while the hunter waits for his ship to be refueled). The bounty hunter must agree to abide by a code of conduct that dictates behavior while on the hunt and is given a list of rules and regulations to follow.

After that, the hunter is considered a member of the Bounty Hunters' Guild and starts taking on Guild contracts as they become available. From that point forward, the hunter must follow the rules and abide by the code, but otherwise joining the Guild is a relatively simple matter.

There are no special requirements for joining the Bounty Hunters' Guild.

Leaving the Bounty Hunters' Guild

Unlike some fringe organizations, leaving the Bounty Hunters' Guild is similar to quitting a job. While there

can be some hard feelings, any hunter is free to leave the organization at any time. Of course, all the perks and benefits that come with working as a member of the Guild are gone as well; no more exclusive contracts, no more special deals on equipment or medical treatment, no more information database. Additionally, the leadership of the Guild sometimes blacklists bounty hunters that leave on especially bad terms, making life painful for them when trying to get other contracts.

Leaving the Bounty Hunters' Guild results in the character's Sympathy dropping to +1 (unless it was already reduced to +0).

Faction Feats

The following feat is associated with the Bounty Hunters' Guild faction.

Contract Hunter

Your connection to the Guild allows you to easily find bounty contracts not posted on public channels.

Prerequisite: Bounty Hunters' Guild Sympathy +1.

Benefit: You may make a Gather Information check (DC 15) to search the Bounty Hunters' Guild's contract database and find a contract not available to the public. Such contracts are typically more dangerous than others, or have certain restrictions placed on the method of collection, but usually bring with them a higher price tag.

Special: You must have access to a computer terminal capable of communicating over interstellar distances to use this feat. If your Bounty Hunters' Guild Sympathy drops below +1, you lose the benefits of this feat.

Confederacy of Independent Systems

The Separatist movement that sparked the Clone Wars sought to throw off the restrictions of Republic bureaucracy and formed its own governmental system known as the Confederacy of Independent Systems. Led by the charismatic leader Count Dooku, the Confederacy wars against the Republic on a variety of fronts in an attempt to not only secure its own independence but also to seize control of worlds from the Republic, either through conquest or through scare tactics. At the height of the Clone Wars, the Confederacy includes thousands of worlds throughout the galaxy backed by a powerful droid army furnished largely by the Techno Union and the Trade Federation.

The Confederacy of Independent Systems claims to be in favor of free enterprise and the complete independence of its members. After years of dealing with the slow and ineffective Republic Senate, the Separatists decided to form their own government. Under the new Confederacy government, business is not nearly as restricted as it was under the Republic. Corporations control the populations of entire planets,

and businesses run the lives of everyday citizens throughout territories controlled by the Confederacy. Count Dooku and his Separatist supporters claim that the Confederacy is a place where business and government works free of bureaucracy, and where each being is the master of his own destiny.

The reality of the Confederacy is quite a different situation. Some of its policies are more draconian than those even in the Corporate Sector, giving large businesses control over the fates of many citizens in territories they own. With the galaxy torn by war and pitched into upheaval, the forces of the Confederacy rely on their citizens for manpower and resources, sometimes driving them into harsh working conditions to support the war effort. Though corporate forces do not dominate all aspects of life in the Confederacy, many worlds, especially those with high industrial output, have increased production by increasing citizens' work requirements.

Despite these few setbacks, new worlds rally to the Confederacy's cause every day. The Confederacy promises freedom from the lethargic weight of the Republic and in many ways grants it. The Confederacy has much to offer any world prepared to join the cause: freedom from heavy-handed government control, increased prosperity, and control over its own resources. Many see the Republic's preemptive creation of an army as an act of aggression rather than peace, and declare their independence so as not to be associated with a warmongering state. As each new world flocks to the Separatists' banner, the Republic grows just a little weaker and the Confederacy that much stronger.

The army of the Confederacy is composed mostly of droids and droid vehicles, minimizing the number of sentient casualties during the ongoing war. However, many beings have chosen to take a more active role in the Clone Wars, either taking the fight to the enemy or using scare tactics (and in some cases even terrorism) to support their cause. The war between the Republic and the Confederacy has involved innocent beings on all worlds, driving out refugees and costing the lives of millions. By using droid armies and blaming the Republic as the main aggressor, the Separatists can often appear as the more peaceful of the two factions, despite the fact that their main tactics of warfare seem to be terrorism and conquest.

The Confederacy is composed of members of the Commerce Guilds, such as the Trade Federation, the Intergalactic Banking Clan, and the Techno Union. Beyond such conglomerates stand thousands of independent worlds that have seceded from the Republic and joined forces with the Confederacy. Entire sectors, including the Corporate Sector, have thrown their support behind the Confederacy to increase their own prosperity or simply to lift the bureaucratic weight the Republic has placed on their governments.



Confederacy Sympathy

Confederacy worlds have billions of inhabitants; many are sympathetic due simply to their citizenship. Outside of Confederacy worlds, freelance agents for the Confederacy have been hired to sow dissent on Republic worlds, incite riots, and even perform terrorist activities on worlds not directly affiliated with either side of the war. Almost anyone with enough drive and the right talents can be of assistance to the Confederacy, and often those with more subtle talents (and occasionally those outside the law) will find a place to work for the Separatists.

Working for the Confederacy offers some benefits and a few drawbacks as well. Those with the favor of the Commerce Guilds find they receive preferential treatment on business deals. Of course, those who have aided the Separatist movement can expect unhindered passage through Confederacy-controlled space and may freely conduct business on Separatist worlds. Conversely, well-known collaborators of the Confederacy are labeled enemies and traitors by the Republic. Additionally, high-ranking officers in the Confederacy's command structure can expect to be singled out quickly by the Republic military as a potential target for the clone armies. Working with the Confederacy can be both dangerous and rewarding, but as with any organization those who prove themselves best will go the furthest.

Joining

Simply undertaking missions for the Confederacy is usually enough to become an ally of the Separatists. Since sowing chaos and terror tactics are the preferred methods of operation in many parts of the Confederacy, independent operatives can quickly find themselves swept up into the full-scale war after only a few completed jobs. Actively seeking a leadership role in the Confederacy is slightly more difficult, as the high-ranking corporate leaders who run the Confederacy are slow to seek new partners and share their power. Still, any being that can contribute measurably to the Separatist movement, such as an engineer with a new starship design or a noble lord with a substantial credit value, will be eagerly welcomed into the fold.

Joining the Confederacy requires Confederacy of Independent Systems Sympathy +2.

Leaving the Confederacy

As the struggle between the Confederacy and the Republic rages on, there is little room for desertion on either side of the war. Especially for those who know valuable secrets about the Confederacy and its leadership, leaving the organization is dangerous business. Those who choose to leave the Confederacy—and especially those who take secrets with them, or attempt to defect to the Republic—often find themselves with hefty bounties on their heads or assassins hot on their trails.

With the war against the Republic making such demands on the Confederacy's resources, quitting the organization to live as a civilian is not an option. Likewise, retirement is almost impossible as well, as the corporations that run the Confederacy need every available worker and asset to ensure their victory and validate their sovereignty. The dangers of leaving the Separatists are often too great for most people to risk, further drawing them into a strange loyalty to the Confederacy.

Leaving the Confederacy reduces a character's Confederate Sympathy to half its previous level (rounded down).

Faction Feats

The following feat is associated with the Confederacy of Independent Systems faction.

Favored Customer

Your allegiance to the Confederacy has earned you favor in the eyes of its members and allows you to obtain items at a discounted rate.

Prerequisite: Confederacy of Independent Systems Sympathy +2.

Benefit: When dealing with businesses and manufacturers that belong to the Confederacy, you pay only 80% of the normal cost of the goods and services you have purchased.

Special: If your Confederacy Sympathy drops below +2, you lose the benefits of this feat.

Corellian Security Force

The officers and agents of the Corellian Security Force, more commonly known as CorSec, are among the finest law enforcement officials in the galaxy. If there is one standard for planetary security, it is CorSec. The men and women of the Corellian Security Force are dedicated officers with expert training and sharp minds; criminals on Corellia rarely roam around long enough to cause any harm. In fact, CorSec's arrest and conviction record is one of the most impressive lists of scum and villainy in the galaxy, and the officers responsible for it take pride in their ability to keep Corellia safe from crime and danger.

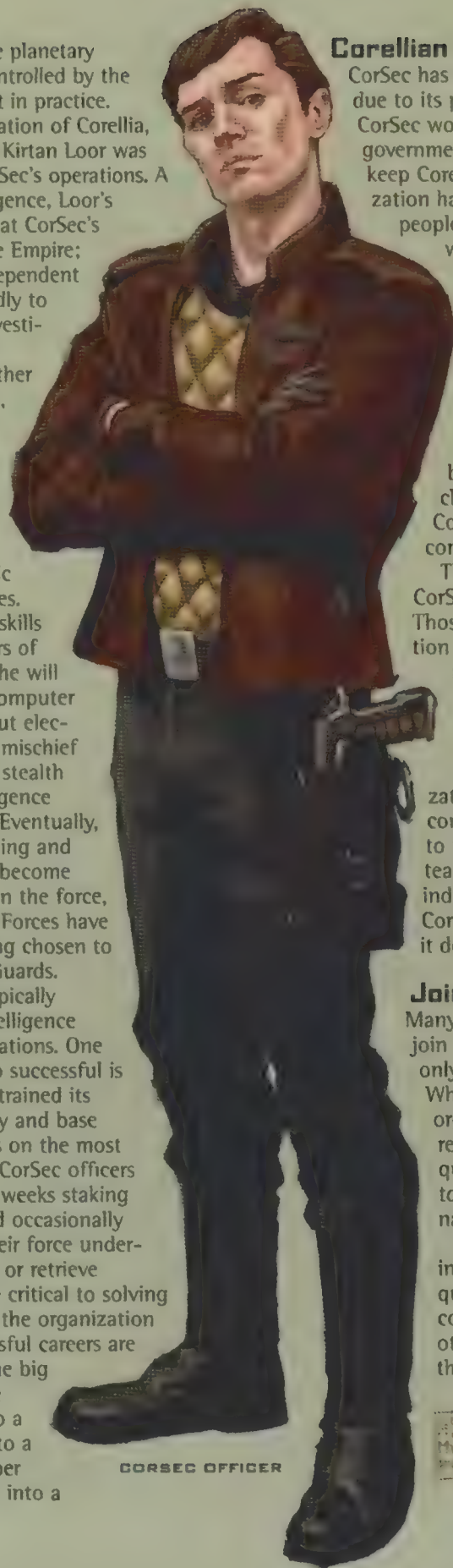
CorSec functions as a semi-independent law enforcement agency with jurisdiction encompassing the entire planet Corellia and extending into some parts of the Corellian system. While each city on Corellia might have its own police and detective agencies, CorSec spans all cities, towns, and rural regions, acting as a coordinating force to ensure that planet-spanning investigations run smoothly. For crimes and criminals that involve multiple cities or regions, Corellian Security is called in to take the lead in the investigation. CorSec's combination of specialized agents and unending vigilance has resulted in an impressive success rate, not to mention a healthy degree of respect in the law enforcement communities.



CorSec is a branch of the planetary government of Corellia, controlled by the Diktat but fairly self-reliant in practice. During the Empire's occupation of Corellia, an Imperial Liaison named Kirtan Loor was placed in command of CorSec's operations. A member of Imperial Intelligence, Loor's responsibility was to see that CorSec's goals matched those of the Empire; as a result, the fiercely independent Corellians did not take kindly to his intervention in their investigations, though they were unable to prevent them. Other than Loor's stint as Liaison, CorSec's leaders have risen through the ranks of the organization rather than been appointed by some outsider or bureaucrat.

All agents of Corellian Security are trained in basic law enforcement techniques. Each member's individual skills and talents help the leaders of the group determine how he will best be used; slicers and computer experts are used to sniff out electronic criminals and other mischief makers, while more subtle stealth experts are used for intelligence missions and infiltrations. Eventually, those who heed their training and put forth their best effort become officers and commanders in the force, and the Corellian Security Forces have an honored history of being chosen to become Republic Senate Guards.

CorSec investigations typically involve a good deal of intelligence work and undercover operations. One of the reasons CorSec is so successful is that the organization has trained its agents to think analytically and base decisions and assumptions on the most facts available. A team of CorSec officers might spend days or even weeks staking out a criminal's home, and occasionally they send a member of their force undercover to assess a situation or retrieve information that might be critical to solving the case. The members of the organization that have the most successful careers are those that can see both the big picture as well as the little details in any situation. To a CorSec officer, heading into a situation without the proper knowledge is like jumping into a firefight unarmed.



CORSEC OFFICER

Corellian Security Force Sympathy

CorSec has always been a popular organization due to its prestige and power. Every year, CorSec works with thousands of police and government officials to help solve crimes and keep Corellia safe, and over time the organization has developed good relationships with people it can trust. Aiding CorSec in any

way is usually a means to ensure future good relations with the members of the organization; from tips to monetary or resource donations, CorSec officers are grateful for the cooperation of those they are trying to protect and serve. From the smallest of contributions to clues that end up breaking the case, the assistance any character provides to the members of Corellian Security is an invaluable commodity.

Though dangerous, working with CorSec can be a very rewarding job. Those who end up joining the organization are most often brought up from the ranks of some other law enforcement agency, or who have worked with CorSec before. Rarely does CorSec bring on individuals who have not interacted with the organization in any way, as the degree of comfort between officers is important to their functioning as a team. It's this teamwork, and the esprit de corps of individual members, that make the Corellian Security Force the best at what it does.

Joining

Many law enforcement officials strive to join the Corellian Security Force, but only a few can achieve that distinction. While CorSec is not a highly exclusive organization, becoming a member requires dedication and competence—qualities that cannot be easily taught to those who don't have them naturally.

Working with CorSec is like working with no other group; it requires quick thinking, patience, subtlety, commitment, and raw effort, among other things, to help ensure that at the end of the day the criminal is caught and no members of the team are harmed. CorSec doesn't lose many members to action; when the organization does, the loss jars everyone.

A new CorSec agent is usually placed on a simple assignment until he or she becomes acclimated to the working environment. New officers are teamed up with veterans to ensure they learn the ropes without getting themselves killed. Each CorSec officer is responsible for himself and his partner, and that is a lesson that veteran officers always try to emphasize when training new recruits.

Each new member of CorSec is issued a blaster pistol, a comlink, a datapad, a uniform, and a medical kit. Additionally, each member is given all the authority and rights of a long-time member of the organization, ensuring that the new recruit's effectiveness will not be hampered by limitations placed on her for being new. Agents spend the first few weeks of active duty learning the ins and outs of Corellian Security procedure, but soon find themselves thrust directly into the everyday assignments that all CorSec officers handle.

Leaving the Corellian Security Force

Like most law enforcement organizations, working for CorSec is a voluntary profession. If a person wants to retire or simply leave the Force, she is perfectly entitled to do so provided she is not defecting to some criminal organization. If the parting is on good terms, members of CorSec may leave to seek out new law enforcement career options—or simply leave behind the world of dangerous criminals and harrowing chases for a more sedate civilian life.

During the reign of the Empire, friction arose between Kirtan Loor and a few of his agents, including Corran Horn. When these agents departed, they were forced to go undercover, using forged identification and disguises. However, mitigating circumstances makes this the exception rather than the norm.

Leaving the Corellian Security Force reduces a character's Corellian Security Sympathy to half its previous level (rounded down).

Faction Feats

The following feat is associated with the Corellian Security Force faction.

Criminal Investigation

You have the skills to conduct an investigation to efficiently learn as much as possible about a crime.

Prerequisite: Charisma 13.

Benefit: You gain a +1 competence bonus on Bluff, Gather Information, Listen, and Spot checks made to

investigate a crime or gather information regarding a known criminal.

Special: You must have joined the Corellian Security Force to take this feat, but you do not lose its benefits if you later leave the Corellian Security Force.

CorSec Officer Prestige Class

CorSec employs the best of the best in law enforcement, and it shows. The officers of CorSec are among the most talented leaders and skilled investigators in the galaxy. As a result, those who work for CorSec frequently develop amazing skills and talents to aid in the pursuit and capture of criminals. Corellia's safety could not be in better hands than those of the Corellian Security Force, and each officer is a unique and capable agent unto herself.

Requirements

To qualify to become a CorSec officer, a character must fulfill the following criteria:

Base Attack Bonus: +6.

Skills: Gather Information 8 ranks, Move Silently 6 ranks, Spot 6 ranks.

Feats: Track.

Special: The character must have officially joined the Corellian Security Force organization.

Game Rule Information

Vitality: A CorSec officer gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The CorSec officer's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (politics) and Knowledge (tactics).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the CorSec officer prestige class.

Starting Feats

The CorSec officer gains the following feats:

Table 5-6: The CorSec Officer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Starting feats, teamwork	+1	+0
2nd	+1	+2	+2	+3	Undercover	+2	+1
3rd	+2	+2	+2	+3	Contact	+2	+2
4th	+3	+2	+2	+4	Urban track	+2	+2
5th	+3	+3	+3	+4	Safehouse	+3	+3

Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (vibro weapons)

Teamwork

Whenever a CorSec officer works with another member of his organization, he acts more quickly and with more efficiency than when working with civilians. When cooperating on a skill check with another CorSec officer, if the hero is a helper and succeeds in his check, he gives the leader a +3 circumstance bonus instead of the normal +2. (See Cooperation in Chapter Four of the *Star Wars Roleplaying Game*.) When flanking a defender with another CorSec officer, the bonus on attacks for flanking is +3 instead of the normal +2.

Undercover

Starting at 2nd level, a CorSec officer gains an edge for undercover operations. She adds her CorSec officer class level to all Bluff, Diplomacy, Disguise, and Gather Information checks.

Contact

CorSec officers develop associates and informants through their work. When a CorSec officer gains a contact, the GM should develop a supporting character to represent the contact. Contacts for CorSec officers should come from Corellia or be somehow involved in law enforcement.

A contact won't accompany the CorSec officer on missions or risk his or her life, but the contact will provide information or expert skills. The more powerful the contact, the less time he or she has to offer the CorSec officer. Whatever the case, the CorSec officer should not be allowed to call on the contact more than once per adventure. See Favors and Contacts in Chapter Twelve of the *Star Wars Roleplaying Game*.

Urban Track

CorSec officers spend so much time on the street that they are able to recognize the signs of passage even in an artificial environment. Starting at 4th level, the CorSec officer gets a +4 bonus on Survival checks made to track in urban areas. This ability does not allow the character to attempt to track without the Track feat.

Safehouse

At 5th level, the CorSec officer has access to a safehouse that she exclusively can use as a place to rest or hide while on the case. The safehouse is the property of the Corellian government, but the CorSec officer may use it for any length of time.

A safehouse cannot be discovered by simply searching for it; if the CorSec officer is followed, however, her haven may be discovered.

The Corporate Sector

Profit is not solely the domain of the Hutt criminal syndicate. The Corporate Sector—more than 30,000 corporate-controlled worlds at the rimward end of the Tingle Arm—survives and thrives on the profits from commerce and commodities of the legal variety.

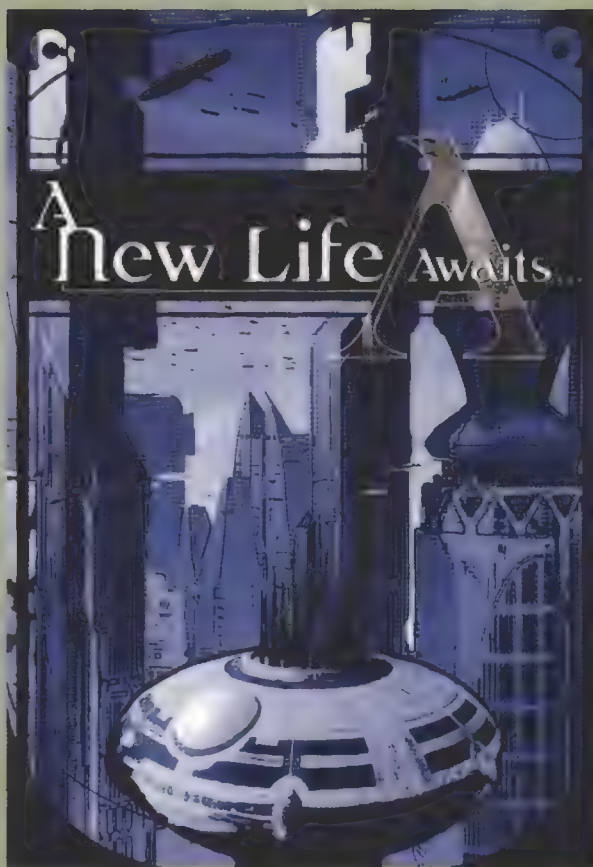
Nominally an independent faction, the Corporate Sector is actually answerable to the Empire; it is merely afforded more autonomy than most Imperial sectors. The Empire has no military presence in the Corporate Sector, but the Emperor can “nationalize” the Corporate Sector at a whim, claiming all of the factories, warehouses, and outlets. It suits the Emperor's purposes to allow the Corporate Sector Authority (CSA) to operate mostly independently, provided he receives a small percentage of the profits—still a hefty sum.

In keeping with its commercial origins and mercantile character, the Corporate Sector is a corporation rather than a political state. The Corporate Sector Authority is a business geared toward the financial success of all of its members, from the Executive Officer (the “ExO”) right down to the merest consumer.

Unfortunately, as in any society, far too many consumers and employees have squandered their funds or overextended their credit. The CSA actively tries to curtail such irresponsible behavior by strictly regulating immigration; applicants for citizenship in the Corporate Sector are required to sign contracts of financial responsibility. The CSA denies the rumors that these contracts are designed to create a vast labor pool of debt-laden wage slaves. The CSA can only open the door to this golden land of opportunity; it is not responsible for the poor judgment of its population.

The highest authority in the Corporate Sector is the Executive Directorship Board (the “Direx Board”), which sets sales and production goals and decides CSA policy. Overseeing and coordinating the Direx Board is the ExO, who is effectively the leader of the Corporate Sector Authority, and who, in the Imperial hierarchy, ranks roughly the same as a Grand Moff. The Direx Board acts as an advisory body to the ExO and has the power to vote the ExO out of office—though it has not exercised this option for several years.

Although the Direx Board monitors every decision made by the Office of the ExO, and a subordinate Viceprex directly manages each branch of the CSA, the ExO also bases decisions on the advice of the Emperor's hand-picked representative. This individual has the power of life and death over the entire Corporate Sector: One word to the Emperor and the Corporate Sector becomes a full-fledged Imperial territory. Fortunately, the Emperor seems more than willing to overlook the CSA's occasional indiscretions—perhaps out of gratitude for the materiel the



Corporate Sector provided to the Republic during the Clone Wars.

The Corporate Sector, since its inception several centuries before the Galactic Civil War, was designed as a place where corporations could conduct their business free from the burdensome trade and development restrictions imposed by so many governments. Vast numbers of trade guilds and industrial combines desperately needed an escape from the greed of system and planetary governments, who imposed outrageous taxes and fines out of "concern for the environment" or "compensation for workers' rights abuses." Extortion still being extortion, no matter what terms it was couched in, the corporations arranged with the Republic to claim some 30,000 worlds for development and administration. The corporations moved to the newly christened Corporate Sector and not long afterward established their administrative body, the Corporate Sector Authority.

The Republic kept a close eye on the Corporate Sector, monitoring possible civil rights violations and irresponsible development of planetary resources. With the advent of the Clone Wars, many Corporate Sector systems declared for the Separatists, and after they were defeated, the Empire sent in ships and troops to "pacify" those systems. The Direx Board negotiated with the recently declared Emperor Palpatine for their autonomy to be restored.

Palpatine granted the CSA's request, with the stipulation that a full 3% of Corporate Sector gross profits should go toward the Imperial Reconstruction Fund. Further, the Corporate Sector would provide 9% of its industrial materials and 20% of certain militarily strategic materials to help rebuild the Empire's war-depleted fleet. The Direx Board signed the agreement, and the Corporate Sector has enjoyed virtual self-determination ever since.

The goal—indeed, the very point—of the Corporate Sector is profit, free from unreasonable taxation and restrictions. Within the boundaries of Corporate space, the CSA is free to exploit natural and labor resources more or less however it sees fit, and virtually no method is prohibited, provided it contributes to the overall profit margin of the Corporate Sector Authority. Innovation and dedication are rewarded with promotions, pay raises, and profit sharing. A poor work ethic and lack of vision aren't even worth a steady pay voucher.

Corporate Sector Sympathy

The Corporate Sector Authority hires many independent contractors, and while it is not as draconian as the Empire or as greedily opportunistic as the Hutts, the CSA can be difficult to work with. Even short-term labor contracts can be exasperatingly long and loaded with clauses and sub-clauses that can cost the unwary operator a fortune in fines and fees.

The work is steady, even if the pay isn't particularly high. The CSA makes it quite clear that the higher-paying assignments go to CSA operatives, and independent contractors only pick up the overage (of which there is usually plenty to go around). One must be willing to drop everything else (sometimes literally) and rush off to the Corporate Sector—or risk being put at the bottom of the long list of preferred contractors.

Joining

Becoming an employee of the Corporate Sector Authority is easy: The minimum requirement is a willingness to buy consumer products exclusively from the Corporate Sector (as opposed to job competency, which should make the CSA's priorities crystal clear). Employees, or "consumers," of the CSA receive an impressive number of perks, including high pay rates and a comprehensive health plan, but these benefits are all dependent on a good credit record. The CSA has no interest in pampering nonproductive members of its society. As the slogan says: "You get out of the Corporate Sector what you put into it."

Of course, being a low-level employee is not the same thing as truly joining the faction. To join the Corporate Sector Authority, one must demonstrate professional acumen and financial savvy. Potential joiners must undergo a credit check and have no outstanding debts. Joining the Corporate Sector Authority also requires Hutt Sympathy +1.

Leaving the Corporate Sector

The Corporate Sector Authority wants departing consumers to have a clean credit record. Those who still owe the Corporate Sector money are not allowed to leave until they have paid off their debt. Leaving without settling up invites a bounty, so a fugitive debtor should either make sure she owes so little that it's not cost-effective for the CSA to pay a bounty hunter to bring her back, or that the amount she stole was worth all the trouble.

Leaving the Corporate Sector or the Corporate Sector Authority reduces a character's Corporate Sector Sympathy to half its previous level (rounded down).

Faction Feats

The following feats are associated with the Corporate Sector faction.

Corporate Credit Line

You have a credit account in the Corporate Sector.

Prerequisite: Corporate Sector Sympathy +1.

Benefit: While purchasing Corporate Sector goods and services, you can receive the goods or services immediately at no cost. The maximum total value of the goods and services received is equal to your Corporate Sympathy bonus \times 10,000. At the end of the adventure or some other agreed-upon time period, however, you are expected to pay 125% of the cost to cover the debt on your Corporate Sector credit account.

If you are unable to pay this debt in full when it is due, your Corporate Sector Sympathy score is reduced by 1 point. Furthermore, you lose the benefit of this feat until the debt is paid.

Premier Credit Line

Through a history of good credit, you have reduced your interest rate on your Corporate Sector account.

Prerequisite: Corporate Credit Line.

Benefit: When paying off your Corporate Sector credit debt, you pay only 100% of the cost of the goods and services you have purchased.

Normal: When paying off a debt accrued with the Corporate Credit Line feat, you pay 125% of the cost of the goods and services you have purchased.

Special: You must have joined the Corporate Sector to take this feat. If you later quit the service of the Corporate Sector, you lose the benefits of this feat.

Corporate Troubleshooter Prestige Class

When the Corporate Sector Authority needs a situation cleared up, the presence of CSA troops is sometimes undesirable. Instead, the CSA might employ an independent operator, or troubleshooter. This person's job is to investigate, evaluate, and resolve the kinds of problems the CSA would prefer not to devote many resources to. Usually, these situations require a bit more discretion than a squad of security troops can provide.

Common cases involve staging sting operations aimed at capturing smugglers, locating and retrieving criminally misdirected goods, and tracking down individuals who have somehow neglected to keep up with their credit line payments. Anywhere else in the galaxy, corporate troubleshooters would be private detectives and security specialists.

Corporate troubleshooters neither hide their activities nor advertise their presence. They are not so much secret police as they are freelance detectives. Mobility is perhaps the most important prerequisite for troubleshooters. They frequently pursue missions outside the Corporate Sector, where CSA law doesn't apply and CSA troops aren't welcome. Even so, the ideal outcome on such a mission is to steer it back into Corporate Sector space, so there are no unpleasant confrontations with the Empire. Either way, the troubleshooter gets paid so long as she achieves the desired results without causing an interstellar incident.

Requirements

To qualify to become a corporate troubleshooter, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Gather Information 6 ranks, Knowledge (bureaucracy) 4 ranks, Survival 6 ranks.

Feats: Corporate Credit Line.

Reputation Bonus: +1.

Corporate Sector Sympathy: +4.

Special: Only characters who have joined the Corporate Sector can become corporate troubleshooters. The GM may adapt this prestige class for other large corporations in the campaign, adjusting the Sympathy prerequisites as needed.

Table 5-7: The Corporate Troubleshooter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Starting feats, bonus feat	+1	+1
2nd	+1	+2	+2	+2	Contact	+2	+2
3rd	+2	+2	+2	+2	Resource access	+2	+2
4th	+3	+2	+2	+2	Bonus feat	+2	+3
5th	+3	+3	+3	+3	Contact	+3	+4

Game Rule Information

Vitality: A corporate troubleshooter gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The corporate troubleshooter's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions): Bluff (Cha), Computer Use (Int), Craft* (Int), Disable Device (Int), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Repair (Int), Search (Int), Speak Language (none), Survival (Wis), Treat Injury (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the corporate troubleshooter prestige class.

Starting Feats

The corporate troubleshooter gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (blaster rifles)

Bonus Feat

At 1st level, and again at 4th, the corporate troubleshooter gets a bonus feat. This feat must be drawn from the following list, and the Corporate troubleshooter must meet any prerequisites.

Alertness, Cautious, Contact*, Cosmopolitan*, Diplomatic Immunity (Corporate Sector)*, Expertise, Headstrong, Infamy, Influence, Low Profile, Persuasive, Political Pull*, Premier Credit Line†, Rugged, Shadow*, Sharp-Eyed, Stealthy, Track, Zero-G Training.

*This feat is described in Chapter Three: Skills and Feats.

†This feat is described above (see Faction Feats).

Contact

The corporate troubleshooter develops working relationships with Corporate Sector personnel and other, less reputable individuals throughout the Corporate Sector and a fair distance beyond. When the troubleshooter gains a contact, the GM should develop a supporting character to represent the specific contact.

A contact won't accompany the corporate troubleshooter on missions or risk his or her life, but the contact will provide information or expert skills. The more powerful the contact, the less time he or she has to offer the corporate troubleshooter. Whatever the case, the corporate troubleshooter should not be allowed to call on the contact more than once per adventure. See Favors and Contacts in Chapter Twelve of the *Star Wars Roleplaying Game*.

Resource Access

At 3rd level, the corporate troubleshooter has access to a wide array of resources. Once per day, the corporate troubleshooter can make a Charisma check to use those resources.

The value of resources gained equals the Corporate troubleshooter's class level × the result of the Charisma check × 20. Thus, a 4th-level Corporate troubleshooter who gets a result of 13 on his Charisma check would gain 1,040 credits' worth of resources. These resources can take virtually any form the Corporate troubleshooter desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Corporate troubleshooter chooses to make the check.

This class feature can only be used within the bounds of the Corporate Sector.

The Galactic Empire

Where once the weak and corrupt Republic struggled vainly to hold the galaxy together, the Galactic Empire rules through strength and order. Built on military might, the Empire maintains a tight grip on its subjects, holding disruption and chaos at bay by any means necessary. Some freedoms must necessarily be sacrificed for the greater good, but the citizens can at least sleep safely at night. Malcontents and other lawbreakers are removed from society before they can do any real harm, to be reeducated and reformed wherever possible.

In the Empire, Humans are at the top of the social order. Alien species bring with them alien cultures and alien ideals, which, as everyone knows, pose a constant threat to the stability of any political body. The impact of alien thinking, therefore, is intentionally minimized: aliens are not allowed positions of authority in the Empire, and their mobility within the Empire is likewise strictly regulated. Similarly, droids, treated almost as an enfranchised species under the overly liberal Republic, have once again been relegated to their appropriate status: machines built to serve—nothing more.

The Empire owes its success to the guiding vision of one man: Emperor Palpatine, who in the waning days of the war-torn Old Republic pulled the squabbling senators together to forge a new government of peace and order. In time, the Emperor saw that the Senate had outlived its usefulness, and, with much regret, permanently disbanded it.

Aiding the Emperor in his monumental responsibilities is his apprentice and confidant, the formidable Lord Vader—a tragic hero who serves as the Emperor's strength when diplomacy fails. Vader personally battles against the Empire's most dangerous

enemies—those individuals and organizations too powerful or too well-defended for the Imperial military alone to overcome. And as a price for his noble efforts, Lord Vader must suffer eternal confinement within his life-sustaining armor, without which he would surely perish within moments.

Even before he was Supreme Chancellor of the Old Republic, Emperor Palpatine's dream had long been a new, stronger Republic—reborn healthy and able from the festering remains of the old. Through a series of fortunate appointments and Senate votes, Palpatine went from an obscure minor political functionary from Naboo to Republic Senator, then Supreme Chancellor, and, finally, to Emperor. Under his canny leadership, the Republic survived the Clone Wars and became newer and stronger, just as he had always hoped. Through the trial by fire of the Clone Wars, the Republic became an Empire.

Still, the Empire was beset by foes inside and out. The so-called "Alliance to Restore the Republic" rebelled against the Emperor's efforts to establish order and began opposing the rightful authorities anywhere and everywhere they could. So began the Galactic Civil War. Left with no option but to fight force with force, the Emperor commissioned the creation of a gigantic battle station: a space-going fortress capable of protecting an Imperial world from even the largest enemy fleet.

Unfortunately, even the Empire's new battle station could not save the world of Alderaan—destroyed by Rebel sabotage on the eve of the station's completion. Even worse, the Rebels stole the plans for the battle station, then lured it to the remote world of Yavin, where they treacherously destroyed it with all hands aboard—including its respected administrator, Grand Moff Tarkin, who was conducting a final inspection. Only Darth Vader—battling the Rebel ships in his own custom TIE fighter—survived the devastation.

The loss of the station was a severe blow to the Empire; it would forever after be known as the "Death Star," in honor of its fallen crew. But the Rebels had little time to savor their perfidious victory. Lord Vader began a one-man hunt for the chief figures in the Death Star's destruction: Princess Leia Organa, former senator of Alderaan, who had couriered the station's stolen plans; Han Solo and Chewbacca, her smuggler accomplices, who had liberated Leia after she had been arrested for the crime; and Luke Skywalker, a misguided (perhaps even delusional) young starfighter pilot who had personally fired the shot that had destroyed the battle station.

In the wake of the Death Star tragedy, the Empire refocused its aims somewhat. Much of the Empire's military might was devoted to bringing the Rebels to justice. But the Rebels struck from the shadows and fled from fair fights. Eventually, at great cost, the Empire was reduced to a small sector of space known as the Imperial Remnant.



Imperial Sympathy

Characters who work with the Empire can expect a reasonable amount of reward for good service—but they can also expect the occasional unreasonable demand. The goal of the Empire is to control the entire galaxy; the Emperor wants full-time subjects, not part-time allies. Those characters who are "undecided" can be quickly reclassified as malcontents or even rebels.

With this in mind, the Empire sees every independent contractor as a potential citizen of the Empire and seeks to ensure that everyone who works with the Empire eventually has no other option. This is not a question of malice or greed; for the Empire to endure, everyone within its borders must be a productive member of Imperial society. Everyone else is a potential enemy.

Joining

Becoming an Imperial citizen is as simple as living in the Empire. Becoming an agent for the Empire—whether an Imperial officer, freighter pilot, spy, or any of a thousand career choices—can be a bit more complicated. Imperial service requires background checks, oaths of loyalty, and a certain willingness to do the Emperor's dirty work—from cleaning latrines to executing Rebel sympathizers. Joining the Empire requires Imperial Sympathy +1.

Leaving the Empire

The Empire has no formal procedure for leaving its service except retirement. Even leaving the Empire's borders is not cause for disenfranchisement. Those who defect to other factions risk the wrath of the Empire, which is notoriously unforgiving. Pursuit by Imperial forces is common, and if the defector manages to elude them, she can expect a visit from a bounty hunter.

Leaving the Empire results in the loss of all Imperial Sympathy.

Faction Feats

The following feats are associated with the Galactic Empire faction.

Flight Academy Training

Your knowledge of Imperial military tactics gives you an edge in starfighter combat.

Prerequisite: Starship Operation (starfighter), Pilot 6 ranks.

Benefit: When flying in a starfighter wing (see Chapter Eleven of the *Star Wars Roleplaying Game*), every pilot in the group adds a +1 circumstance bonus on Pilot checks to perform stunts. The bonus is cumulative if multiple pilots in the same wing have this feat; the maximum bonus is +4, regardless of the size of the starfighter wing.

Special: You must have joined the Empire to take this feat, but you do not lose its benefits if you later leave the Empire.

Imperial Command Training

By studying Imperial military theory, you have learned effective command techniques.

Benefit: When using the leadership class ability of the officer prestige class (see Chapter Twelve of the *Star Wars Roleplaying Game*), you may take 10 on the required Diplomacy check, even if stress and distractions would normally prevent you from doing so.

Special: You must have joined the Empire to take this feat, but you do not lose its benefits if you later leave the Empire. This feat is of no use to any character without the 1st-level officer's leadership ability.

ISB Special Agent Prestige Class

Though most agents of the Imperial Security Bureau (ISB) are at best nominally trained, some rise to the top through courage, cunning, and command ability to become ISB special agents. Special agents in the ISB are usually attached to the ISB's Investigations branch, and they are afforded a great deal more autonomy than ordinary agents. ISB special agents track down Rebels and other troublesome dissidents anywhere and everywhere in the galaxy, and when they call for backup, it arrives soon—and in force.

ISB special agents operate only occasionally in secret, preferring instead to use the reputation of the ISB to

frighten and intimidate potential Rebel sympathizers into cooperating with the Empire. But when threats fail, ISB special agents can call upon the Imperial military through direct channels, focusing the strength of the Empire in the way it is needed the most: stamping out Rebels and those who would aid them.

Requirements

To qualify to become an ISB special agent, a character must fulfill the following criteria.

Species: Human.

Base Attack Bonus: +4.

Skills: Gather Information 6 ranks, Knowledge (politics) 4 ranks, Sense Motive 4 ranks.

Feats: Headstrong.

Reputation Bonus: +2.

Imperial Sympathy: +4.

Special: Only characters who have joined the Empire can become ISB special agents.

Game Rule Information

Vitality: An ISB special agent gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The ISB special agent's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions): Bluff (Cha), Computer Use (Int), Craft* (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the ISB special agent prestige class.

Starting Feats

The ISB special agent gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (blaster rifles)

Weapon Group Proficiency (simple weapons)

Backup

An ISB special agent can call upon the Imperial military to provide backup, in the form of Imperial stormtroopers. The ISB special agent can call for backup once per week.

To call stormtroopers, the ISB special agent must have contact with an Imperial facility at which such troops are stationed. The stormtroopers arrive in the fastest reasonable travel time to the ISB special agent's location. The stormtroopers remain with the ISB special agent, following all orders to the best of

Table 5-8: The ISB Special Agent

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Starting feats, backup	+1	+1
2nd	+1	+2	+2	+2		+2	+2
3rd	+2	+2	+2	+2	Bonus feat	+2	+2
4th	+3	+2	+2	+2		+2	+3
5th	+3	+3	+3	+3	Personal transport	+3	+4

their ability, until dismissed or to a maximum of one day per ISB special agent level.

The number of stormtroopers that arrive is equal to twice the ISB special agent's class level. The stormtroopers are low-level stormtroopers (see Chapter Fourteen of the *Star Wars Roleplaying Game* for typical stormtrooper statistics).

Bonus Feat

At 3rd level, the ISB special agent gets a bonus feat. This feat must be drawn from the following list, and the ISB special agent must meet any prerequisites.

Contact*, Fame, Frightful Presence, Influence, Persuasive, Political Pull*, Sharp-Eyed, Trick, Trustworthy.

*This feat is described in Chapter Three: Skills and Feats.

Personal Transport

At 5th level, the ISB special agent is provided with a starship for his personal use. This ship is always a space transport, and is most commonly a stock Corellian Engineering Corporation YZ-775 (though the GM can assign the character any space transport, at her discretion).

The ship belongs to the ISB special agent and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the ISB special agent can attempt to replace it. Doing so requires a Diplomacy check (DC 25; if failed it may be retried in 1 week), costs 1 point of Imperial Sympathy, and takes 2d8 days.

The Hutt Criminal Syndicate

Wherever there is civilization, there is crime—and when civilization spans a galaxy, so too will its criminals. The galaxy knows no greater criminals than the Hutts. From their adoptive homeworld of Nal Hutta, the sluglike Hutts control the vast majority of the Outer Rim's trade in liquor, spice, weapons, slaves, and gambling. The Hutts are in the business of making all these restricted commodities more easily available and earning a respectable profit in the process. Those who choose to work with the Hutts can also find their fortunes, for the Hutts reward loyalty with a special generosity.

Certainly what the Hutts do is considered illegal anywhere but Hutt Space. But being long-lived creatures, Hutts have an uncommon perspective for such flexible concepts as law. To a Hutt, morality and ethics are merely catalysts for supply and demand:

Morals and ethics drive the establishment of laws; laws create restrictions; and restrictions create demand. It then becomes necessary for someone to meet such demands—for a pretty profit. And at the center of Hutt philosophy is the idea that if someone is going to profit, why shouldn't it be the Hutts?

The Hutts are divided into several rival clans, or kajidics, whose leaders form the all-powerful Grand Council. Among the most powerful of these, for many years at least, was Jabba, leader of the Desilijic clan. Though he was a criminal mastermind, many considered him little more than a decadent thug. Jabba ruled his clan from his palace on the edge of Tatooine's Dune Sea—an awful place from which few were lucky enough to ever return. Sooner or later, all smuggling, all loan-sharking, all assassination, slavery, piracy, protection, and spice passed across Jabba's plate, and he always helped himself to a hefty slice. The rest of the Hutt leaders would gladly have eliminated him, but Jabba is nothing if not well defended; his palace is a veritable fortress, virtually unassailable. It wasn't until he crossed paths with Jedi Luke Skywalker that his reign—and life—came to an end.

The influence of the Hutts spans the galaxy—perhaps even into the Unknown Regions. The center of the Hutt criminal syndicate is Nal Hutta, where centuries ago the Hutts migrated after their own world, Varl, became uninhabitable. The Hutts promptly terraformed their new world and its moon, Nar Shaddaa, into something more suitable to their rarified tastes: a glorious cesspool and an industrialized spaceport, respectively. From here, they seized control of most of the illegal businesses in the area and used cunning, guile, and coercion to create a commercial stranglehold on their corner of space. Though they periodically clashed with the Trade Federation and other commerce factions, the Hutts had something the others did not: longevity. The foes they could not defeat themselves would be gone one day—and the only weapon the Hutts needed to bring about this result was patience.

The Clone Wars removed many of the Hutts' major rivals, though the Republic, always a good customer, faded away in the process. It was replaced by the draconian Empire, which immediately enacted stifling laws that drove the Hutts from many worlds. Hutt Space shrank to a fraction of its former size. But the Hutts, as they had done so many times before, merely shut down the smuggling operations the law knew about and rerouted trade through the ones the law



didn't—or simply created new ones. Business went on more or less as usual.

Of course, “business,” from the Hutt point of view, is anything that contributes to the overall wealth and power of the Hutts—and, in the long run, it doesn't matter precisely what that business is. Certainly, the Hutts could trade in ships and grain and medical supplies—but those are hardly high-margin items. The Hutt criminal syndicate preferentially trades in anything that brings them a high profit—especially if, in doing so, it generates even more business. Hutts delight in repeat customers and in selling the same service to multiple buyers. To meet those goals, the Hutts need dealers who can travel more or less freely to where the customers dwell, which usually means smugglers with fast ships. If the dealers should themselves become customers, so much the better.

Hutt Sympathy

Working with the Hutts is always a tricky business, because the Hutt mentality doesn't quite grasp the difference between “business associate” and “servant.” Hutts find equals only among other Hutts, but they do recognize the need to reassure their non-Hutt employees that they are necessary and valued allies—initially, anyway. Hutts are always looking for an opportunity to make every operative just a little more dependent and just a little more subservient—all the while claiming that they admire independence and strength of will.

Characters who can stomach taking orders from a Hutt at least part of the time can expect a decent payoff—provided that's what was negotiated. Those who deal with Hutts must beware of last-minute renegotiations and offers for more work. As with playing sabacc, winning a hand or two is no guarantee that the deck isn't stacked in the dealer's favor.

Joining

Actually accepting a permanent position with the Hutts is an endeavor best left to the foolishly ambitious or the suicidally hopeless. To the Hutts, an employment contract is effectively no different than a certificate of ownership, and though the pay is good, the bosses are often moody, vindictive, short-tempered, and treacherous. While only a handful are as degenerate as the infamous Jabba, service to any Hutt is degrading and dangerous. Employees are assets to be bought, sold, and traded—or even discarded on a whim.

Only the profoundly cunning and charismatic can ever hope to truly prosper in a Hutt's employ. Sometimes this isn't difficult; not all Hutts are paranoid geniuses, after all. The amount of bowing and scraping may be a bit higher than comparable jobs, but if it keeps the bosses happy, where's the harm? Ultimately, signing on with the Hutts is all about getting paid—and in that regard, it's no different than any other job.

The Hutts are perfectly willing to employ anyone at all, whether they can get the job done or not. The real trick is in negotiating the terms of employment, such as pay and length of contract. The Hutts always want physical collateral against job performance. If you fail to perform, you forfeit your valuables—and if you have nothing left, your life is in your boss's hands. To a Hutt, this is a perfectly equitable arrangement.

Joining the Hutt criminal syndicate requires Hutt Sympathy +1.

Leaving the Hutt Criminal Syndicate

The only way out of the Hutt criminal syndicate is to buy one's way out, with goods or services—and preferably goods or services that don't already belong to a Hutt. The Hutts don't like to lose good employees and so strive to find ways to keep them content for as long as possible. The less valuable employees, if they haven't already become property of a Hutt, most likely won't be missed. That doesn't stop the Hutts from trying to hang onto them—servants are a mark of prestige, if nothing else.

Leaving Hutt employ without giving notice is a major mistake. While not all Hutts are as paranoid as Jabba, an employee who picks up and moves on without so much as a goodbye is just asking to be dragged back by a bounty hunter, begging and pleading, to explain why. Making formal arrangements to seek employment elsewhere also allows one's Hutt employer to save face—an important consideration in a society where reputation is power.

Leaving the Hutt criminal syndicate reduces a character's Hutt Sympathy to half its previous level (rounded down).

Faction Feats

The following feats are associated with the Hutt Criminal Syndicate faction.

Hutt Favor

Your value has not gone unnoticed by the Hutts. Should you need a favor of them, they might well comply.

Prerequisite: Hutt Sympathy +1.

Benefit: You can ask a favor from a Hutt. Roll 1d20, add your Hutt Sympathy rating, and add your favor bonus (if applicable). If the total equals or exceeds the DC set by the GM, the Hutt grants your favor, but you lose a point of Hutt Sympathy. See the rules for Favors and Contacts in Chapter Twelve of the *Star Wars Roleplaying Game*.

Special: You do not lose this feat if your Hutt Sympathy score is reduced to 0; you simply cannot use it again until your Hutt Sympathy score equals +1 or more.

Piece of the Action

The Hutts value your service so much that they occasionally reward you with a portion of their own profits.

Prerequisite: Charisma 15, Hutt Sympathy +4.

Benefit: At the conclusion of any successful mission undertaken on behalf of the Hutt criminal syndicate, you receive a bonus equal to 250 credits × your character level × your Hutt Sympathy. You can take this bonus in the form of credits, goods, or services.

If you elect not to accept this bonus, your Hutt Sympathy increases by 1.

Special: You must have joined the Hutt criminal syndicate to take this feat. If you later leave the Hutt criminal syndicate, you lose the benefits of this feat.

Crime Broker Prestige Class

Crime brokers are disreputable scum who arrange illegal acts for those who wish to retain some level of anonymity or deniability. Not quite crime lords, crime brokers operate on a smaller scale, bringing clients together with contractors, or acting as a go-between to see that some crime is committed—for a percentage of the fee.

There aren't a lot of credits in crime brokering, unfortunately, because crime brokers frequently have a crime lord patron who expects a significant cut. On the other hand, a lowly crime broker doesn't have nearly the same overhead—nor does he draw so many assassination attempts—as his crime lord employer. Even so, many crime brokers go on to become crime lords, lured by the wealth and prestige.

Most crime brokers go completely unnoticed by the general public; only those who need an illegal service take the trouble to find a crime broker. They advertise almost solely by word of mouth ("I know a Rodian who knows a Zabrak who knows a Hutt . . .") and, as might be expected, must be careful with whom they do business, and where. If caught by the authorities, a crime broker can expect a short prison term, since the most he's usually guilty of is acting as an accessory. A crime broker who earns the anger of a crime lord might face a different destiny—in the empty void of space or the stomach of a hungry sarlacc.

Requirements

To qualify to become a crime broker, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Diplomacy 6 ranks, Gather Information 8 ranks, Knowledge (streetwise) 8 ranks, Sense Motive 6 ranks, Speak Huttese.

Feats: Influence, Low Profile.

Reputation Bonus: +3.

Hutt Sympathy: +4.

Game Rule Information

Vitality: Crime brokers gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The crime broker's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Appraise (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Profession* (Wis), Sense Motive (Wis), Speak Language (none).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the crime broker prestige class.

Starting Feats

The crime broker gains the following feats:

Weapon Group Proficiency (simple weapons)

Weapon Group Proficiency (vibro weapons)

Criminal Influence

The crime broker has made acquaintances in the criminal underworld; these shady characters can help the crime broker with certain shady dealings. Once per adventure, the crime broker may attempt a favor check, rolling 1d20 and adding the character's favor bonus (if any). The GM sets the DC based on the scope of the favor being requested. The crime broker can add +1 to his roll for every 500 credits he spends, to a maximum of +5 (2,500 credits).

For more information on favors, see Favors and Contacts in Chapter Twelve of the *Star Wars Roleplaying Game*.

Bonus Feat

At 2nd level, and again at 4th level, the crime broker gets a bonus feat. This feat must be drawn from the following list, and the crime broker must meet any prerequisites.

Contact*, Hutt Favor†, Infamy, Persuasive, Piece of the Action†, Shady Merchant*, Trustworthy.

* This feat is described in Chapter Three: Skills and Feats.

† This feat is described above (see Faction Feats).

Table 5-9: The Crime Broker

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feats, criminal influence	+1	+1
2nd	+1	+0	+2	+3	Bonus feat	+2	+2
3rd	+1	+1	+2	+3	Patron	+2	+2
4th	+2	+1	+2	+4	Bonus feat	+2	+3
5th	+2	+1	+3	+4	Minions	+3	+4



Patron

At 3rd level, the crime broker's activities come to the attention of a crime lord (usually a Hutt) who takes the crime broker under his wing. Once per day, the crime broker can attempt a Diplomacy check to gain resources from his patron.

The value of resources gained equals $20 \times$ the crime broker's class level \times the result of the Diplomacy check. Thus, a 4th-level crime broker who gets a result of 19 on his Charisma check would gain 1,520 credits' worth of resources. Keep track of how many credits' worth of resources the patron provides over the course of a single adventure.

These resources can take virtually any form the crime broker desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the crime broker chooses to make the check.

This is a mixed blessing, however. At the end of every adventure, the crime broker's patron expects a 25% return on the investment. If the crime broker is unable to pay the patron this percentage, the crime broker's Hutt Sympathy score is reduced by 1 point for every 500 credits' worth of resources. If this number reduces the crime broker's Hutt Sympathy below +1, the crime broker can no longer use this class ability.

Minions

Beginning at 5th level, a crime broker can add his crime broker class level to any Reputation checks made to attract followers. (See Followers in Chapter Six of the *Star Wars Roleplaying Game*.)

The Mistryl Shadow Guards

The Mistryl Shadow Guards is a secretive organization of assassins and bodyguards with reputation for reliability and efficiency. Composed entirely of Human women trained as weapons unto themselves, the Shadow Guards function as bodyguards, assassins, kidnappers, thieves, mercenaries, and in any other capacity that makes use of their extensive martial skills. Though all are protective of their organization and secretive about their pasts, the members of the Shadow Guards vary widely in personality, physical appearance, skills, experience, and motivation.

The goals of the Shadow Guards are complex and mysterious. Outwardly, the women of the Shadow Guards complete their training and then move offworld to function as mercenaries or bodyguards, sending all earnings (except what they need to live) back to help feed and clothe the devastated population of their home planet of Emberlene.

The Shadow Guards have, at times, mysteriously broken or disregarded the professed limitations on their services. For example, the ruling body of the

organization claims that the Mistryl will not work for the Empire—yet many have over the years, with one particularly notable warrior named Variise functioning as the personal bodyguard of Imperial Moff Caerbellak. This duality has only increased the air of mystery surrounding the organization, a convenient side effect for a group that wishes to remain unpredictable and independent.

The history of the Shadow Guards is closely tied to that of the Mistryl people and their home planet of Emberlene. The rulers of Emberlene, at the time a rich and prosperous planet, embraced the Separatist movement during the Clone Wars. They used their considerable power and wealth to expand their influence throughout their sector, conquering several worlds and ruling them with a ruthlessness that tolerated no failure and no treason. Planets with exploitable resources were conquered and placed under Emberlene's control. Those without value were crushed and left shattered as the Mistryl moved on to their next target. Emberlene joined the Confederacy of Independent Systems and, in turn, forced the dozen or so planets they had conquered to do the same.

When the Clone Wars ended and the Empire was young, however, Emberlene's neighbors turned on the Mistryl. Pooling their resources, the remaining worlds in the sector hired a mercenary army to attack Emberlene. The mercenaries were more successful than anyone had anticipated, and after wiping out Emberlene's defenses they leveled the planet's cities with massive orbital bombardment. Emberlene was left a ruined planet, but some of the planet's inhabitants survived.

This is not the history taught to most of the planet's citizens, nor the Mistryl Shadow Guards themselves. The false history teaches that in the days when the Empire was young, Emberlene was a beautiful and prosperous planet whose rulers answered to no one. Emperor Palpatine, seeking to make an example of a rebellious populace, ordered the planet utterly destroyed. This false history is the source of much of the animosity and loathing the Mistryl bear for the Empire, feelings that are often conveniently forgotten when it gets in the way of good business.

The founders of the Mistryl Shadow Guards, called the Eleven Elders of the People, formed the organization and sent its members out into the galaxy to help pay for the materials needed for the continued survival of the people of Emberlene. Despite having been taught a very different history, members of the Shadow Guards have noble intentions and strive to improve the lives of their families and friends back home. In the years since the organization's creation, the Shadow Guards have proven themselves among the most capable and deadly warriors for hire in the galaxy.

Mistryl Sympathy

More loosely organized than some mercenary groups, the Mistryl function as independent operatives, rarely



working in groups larger than two or three. As a result, allying with the Mistryl can be difficult at best, given the decentralized nature of the organization. The Eleven Elders of the People, now made up of former Shadow Guards, determines the direction and motives of the organization as a whole and has the power to commandeer the services of any member at any time.

Demonstrating motives and goals aligned with those of the Eleven Elders is the best way to earn the good graces of the organization; even then, the Shadow Guards are a selective and secretive group. Helping an individual member of the Mistryl Shadow Guards is tantamount to aiding the organization as a whole, and the Mistryl always repay their debts. Of course, anyone willing to employ a member of the Shadow Guards gains some measure of sympathy, as their money goes back to Emberlene to help the devastated population.

Joining

Typically, entry into the Mistryl Shadow Guards organization is restricted to women who were born on the planet Emberlene or are daughters of existing members of the Shadow Guards. However, some women from outside that small group have proven themselves both worthy and dedicated, and have been admitted for training under the Shadow Guards as well. Typically, an aspiring candidate is evaluated by the Eleven Elders of the People (or a representative thereof). In addition to determining whether the candidate has the dedication and mental fortitude to join, the Elders also send the applicant through a series of rigorous physical tests. Finally, commitment to the Shadow Guards demands a total lifestyle change, requiring the character to abandon her former life to become a member.

Each member of the Mistryl is required to operate for long periods without direct orders from her leadership; members must find work and take care of themselves, sending their pay back to the Elders. When orders come down from her leaders, however, a Shadow Guard is expected to drop everything and respond with all possible speed. Assignments from the Elders are rare, but they do occasionally come down and are typically relayed by other Shadow Guards. Any character willing to live a life dedicated to the betterment of Emberlene and follow the orders handed down from the Eleven Elders is an acceptable candidate for joining the Shadow Guards. Though they accept only women into their ranks, men can have Shadow Guards Sympathy.

Leaving the Shadow Guards

Leaving the Shadow Guards is almost impossible. The Eleven Elders simply don't allow members to quit (except in the cases of permanent injury and death), and they send the other members of the Shadow Guards to hunt down rogues who think they can escape their responsibilities. Joining the Shadow



Guards is a lifelong commitment, and anyone who decides that she no longer wishes to be a part of the organization will find that she is gravely mistaken.

Leaving the Shadow Guards results in the loss of all Mistryl Shadow Guard Sympathy.

Faction Feats

The following feat is associated with the Mistryl Shadow Guards faction.

Heart of Vengeance

A desire to right the wrongs done to your people burns in your heart and gives you the resolve to do what normal beings cannot.

Prerequisite: Mistryl Sympathy +5.

Benefit: Once per day, when reduced to 0 vitality points, you may make a Will save (DC 15) to give yourself 2d8 vitality points. These vitality points last for a number of rounds equal to your character level. At the end of this duration, you lose the bonus vitality points and are fatigued (–2 penalty to Strength and Dexterity, can't run or charge) for the rest of the day.

Mistryl Shadow Guard Prestige Class

The Mistryl Shadow Guards is an elite group of female mercenaries who train for years and are among the most talented combatants around. Also skilled in stealth, insinuation, and subterfuge, members of the Shadow Guards make well-rounded bodyguards, espionage agents, and assassins, excelling at any job that requires combat aptitude and specialized skills.

The Mistryl Shadow Guards train to blend into regular society. Though the existence of the organization is not strictly a secret, members remain as low-key about their true affiliation as possible. A Mistryl Shadow Guard will usually not kill to keep her affiliation a secret (unless a mission demands it), but she might go to extremes to encourage those who have uncovered her secret to keep it to themselves.

Requirements

To qualify to become a Mistryl Shadow Guard, a character must fulfill the following criteria:

Gender: Female.

Base Attack Bonus: +6.

Skills: Climb 6 ranks, Hide 6 ranks, Move Silently 6 ranks, Tumble 6 ranks, Survival 4 ranks.

Feats: Improved Martial Arts, Martial Arts.

Special: The character must be the child of a Mistryl Shadow Guard or a native of Emberlene, or must have Mistryl Shadow Guards Sympathy +5.

Game Rule Information

Vitality: A Mistryl Shadow Guard gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Mistryl Shadow Guard's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Forgery (Int), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Tumble (Dex).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (politics) and Knowledge (tactics).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Mistryl Shadow Guard prestige class.

Starting Feats

The Mistryl Shadow Guard gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (simple weapons)

Weapon Group Proficiency (vibro weapons)

Teamwork

Whenever a Mistryl Shadow Guard works with another member of her organization, she acts more quickly and with more efficiency than when working with outsiders. When cooperating on a skill check with another Mistryl Shadow Guard, she gives the leader a +3 circumstance bonus instead of the normal +2 with a successful aid another check. (See Cooperation in Chapter Four of the *Star Wars Roleplaying Game*.) When flanking a defender with another Mistryl Shadow Guard, the bonus on attacks for flanking is +3 instead of the normal +2.

Camouflage Prematch Files

The Mistryl maintain a massive database of information on the physical appearance and mannerisms of people throughout the galaxy. All members of the Shadow Guard have access to this database and use it whenever crafting a disguise. As a result, when accessing the database, a Mistryl gains a +4 equipment

Table 5-10: The Mistryl Shadow Guard

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+0	Starting feats, teamwork, camouflage prematch	+1	+0
2nd	+2	+3	+2	+0	Exotic Weapon Proficiency	+2	+0
3rd	+3	+3	+2	+1	Dash	+2	+1
4th	+4	+4	+2	+1	Bonus feat	+2	+1
5th	+5	+4	+3	+1	Uncanny dodge (Dex bonus)	+3	+2

bonus on any Disguise checks using information drawn from the camouflage prematch files.

Exotic Weapon Proficiency

Mistrl often train in the use of a nonstandard weapon. At 2nd level, a Mistrl Shadow Guard gains a bonus Exotic Weapon Proficiency feat. This feat must be drawn from the following list, and the Mistrl Shadow Guard must meet any prerequisites.

Exotic Weapon Proficiency (hand claws*), Exotic Weapon Proficiency (shock whip*), and Exotic Weapon Proficiency (zenji needles*).

**See Chapter Six: Equipment for a description of this weapon.*

Dash

Mistrl Shadow Guards are trained to fight multiple enemies at a time and still avoid harm for as long as possible. Starting at 3rd level, the Mistrl Shadow Guard may move through a threatened area once per character level per day without provoking an attack of opportunity.

Bonus Feat

At 4th level, the Mistrl Shadow Guard gets a bonus feat. This feat must be drawn from the following list, and the Mistrl Shadow Guard must meet any prerequisites.

Advanced Martial Arts, Agile Riposte*, Blind-Fight, Combat Reflexes, Defensive Martial Arts, Dodge, Heart of Vengeance†, Improved Critical, Improved Initiative, Lithe*, Mobility, Shadow*, Weapon Finesse.

**This feat is described in Chapter Three: Skills and Feats.*

†This feat is described above (see Faction Feats).

Uncanny Dodge

At 5th level, the Mistrl Shadow Guard gains the extraordinary ability to react to danger before her senses would normally allow her to do so. The Mistrl Shadow Guard retains her Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (She still loses her Dexterity bonus to Defense when immobilized).

Noble Houses

Many planets throughout the galaxy have become wealthy and prosperous over millennia, developing elite groups of nobles who dominate the political structures of their worlds. Regardless of how or why they came to be, noble houses are a staple of society on many planets, and their strength often reaches beyond the bounds of their home systems and into the galaxy at large.

Noble houses are often embroiled in politics, both on a local and a galactic scale. The Republic (and Imperial) Senate have large numbers of nobles on the roll, as they are typically chosen to represent their respective planets in the political scene. Additionally, bureaucrats and businessmen frequently rise from the ranks of the noble houses, and many of the galaxy's

most prominent corporations are owned and operated by noble houses, such as TaggeCo.

Much like the Hutts, noble families often partake in feuds and conflicts among themselves as they struggle for power and prestige. Conflict between nobles is often fierce and occasionally deadly, especially between houses that hail from the same planet or system. From duels to assassinations, the perils of being a prominent noble from a house with any sort of power are many and prevalent, even more so for those nobles who are particularly vocal or visible. Many simply see that as the price of their power, or a necessary side effect of furthering their families' goals.

The following sections provide examples of noble houses from several sectors of the galaxy.

Core World Nobles

In the Core Worlds, noble houses are both common and powerful. On Coruscant, the political capital of the galaxy, nobles have all the luxuries they could ever need and still remain close to the action. On other worlds, some of the most wealthy and powerful noble houses in the galaxy dominate their planets. So close to the cultural hub of the galaxy, Core World nobles stay on the cutting edge of politics, fashion, and business, and often times they control the trends and attitudes of outlying star systems. These nobles are usually arrogant and self-possessed, and their knowledge of their own importance frequently gives them a haughtier attitude than most other nobles exhibit.

Some of the most famous nobles in the galaxy hail from the Core Worlds. Princess Leia of Alderaan is among the best-known. From her early political career, when she used the considerable respect her homeworld commanded in the Imperial Senate, to her later days as a freedom fighter, the princess used her noble upbringing to achieve her goals and bring herself firmly into the public eye. Other nobles have risen to prominence using the skills they learned growing up in the Core, positioning themselves as leaders and authority figures. Most of the Core Worlds, from Brentaal to Chandrila, have at one time been the home of a well-known noble and his or her house.

Core World nobles are often confident to the point of arrogance. Living in the center of the galaxy, the noble houses of the Core come to think that since life on their planet revolves around their actions, the lives of citizens of faraway worlds revolve around them as well. These noble houses are not all bluster and conceit; they do wield considerable power, often using their clout to further good and charitable causes. Their sense of self-importance, however, sometimes leads them to meddle in the affairs of others.

Regardless, most noble houses of the Core are good to their friends and vicious to their enemies. It's always better to remain on good terms with such



houses, rather than find oneself on the bad end of a noble's power.

Hapes Cluster Nobles

The Hapes Cluster is a fiercely independent sector of space that was founded many years ago by pirates and raiders escaping pursuit by the Jedi. Hidden behind a murky nebula, the Hapans have enjoyed a long period of isolation with the freedom to develop their own culture and society. The noble houses of the Hapes Cluster are used to exerting control over those below them and do not take kindly to any who would challenge their view of order.

Hapans are considerably quicker to use lethal means of eliminating opponents than some nobles. Much like their outlaw ancestors, the Hapan noble houses are composed of men and women of action. When a Hapan noble sees an obstacle in his path, he eliminates it with whatever method he supposes to be most expedient and efficient, whether this means a simple threat or an arranged murder. Hapan politics have a reputation for being both dangerous and fatal, and it is primarily the noble houses that contribute to this perception.

Hapan noble houses are constantly vying for power, but unlike some nobles they can be painfully blunt. This is not to imply that Hapans simply say what they mean; rather, Hapan nobles are unafraid to take action against their opponents. Hapans do not dance around an issue, but prefer to make their move and deal with the consequences as they arise.

Tapani Sector Nobles

The Tapani Sector is a region in which nobles wield enormous power—perhaps more so than in any other sector. In fact, most planets and systems of the sector are ruled by noble houses so powerful that their space fleets are as feared as those of the Empire. In the Tapani Sector, all power lies in the hands of the nobility. For a noble, survival requires cunning, subterfuge, and a firm grasp of the politics of the various noble houses.

In the Tapani Sector, political maneuvering has transformed from a means to an end into a celebrated art form. Tapani Sector nobles don't just vie for position and power; they enjoy every moment of the chase. The dynamics of the noble houses are like some great, complex game of holochess, with each maneuver and counter-maneuver determining the fates of the players themselves as well as millions of beings ruled by the competing noble houses. Tapani Sector nobles thrill in proving themselves superior to their opponents and delight in destroying their foes in spectacular fashion. They have a complicated code of honor that results in frequent duels and even the occasional war between individuals and entire houses.

The noble houses of the Tapani Sector produce some of the most cunning politicians in the galaxy.

They are well trained in the arts of subterfuge, innuendo, deception, and strategy, making them dangerous opponents and powerful allies. Even when reduced to the smallest of power bases, a noble of the Tapani sector can often turn what appears to be the meekest political resources into the basis upon which victory is built. Tapani Sector nobles are confident in their own talents, but not all are as flamboyant and self-possessed as those from the Core.

Noble House Sympathy

The noble houses are like factions unto themselves; they have their own goals, methods, and distinct modes of operation that set them apart from each other. While being allied with one noble house does not automatically mean one is the enemy of all other noble houses, anyone showing favor to one house or another can become entangled in a vast and dangerous web of political intrigue. Simply working for or doing routine business with a noble house is rarely enough to flag one as an ally to that particular house. However, long-term contracts or sensitive assignments attract the attention of rival houses.

One can often earn the trust of a noble house by simply proving reliable when given a job to do and performing it in a way that reflects positively on the house itself. Secret assassinations and dependable spy work are commonplace enough in the struggles between nobles that those with the ability to perform such unsavory tasks with as little fanfare as possible are also highly valued. Any character who repeatedly and reliably works for a given noble house is almost assured to gain their favor, and along with any benefits they may gain comes considerable danger from house rivals.

Joining

Noble houses do not comprise a single faction; rather, each major noble house is a faction in its own right. A character gains Sympathy for, and joins, a particular noble house.

Beings who live on a planet or in a sector owned or run by a noble house are generally considered commoners in the service of that noble house. Those who work for the various organizations and corporations owned by a noble house are also frequently under their protection, and are likewise expected to show a certain amount of loyalty. That does not make them members of the noble house, however, or even imply that they have Sympathy for the house.

Actually joining a house is far more complicated than simply being a good servant. Nobles look for someone with leadership and social skills to add to their ranks. They do not simply grant titles to great workers; rather, they seek out those who can add something unique and beneficial to the house's reputation, only inviting them into the fold when these

Table 5-11: The Lord of the Expanse

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feats, moment of weakness	+1	+1
2nd	+1	+1	+2	+3	Minions	+2	+2
3rd	+2	+1	+2	+3	Resource access	+2	+3
4th	+3	+2	+2	+4	Commanding presence	+2	+3
5th	+3	+2	+3	+4	Personal transport	+3	+4

special qualities have been identified. A noble house favors men and women of high standing, elegant looks, wit, and charm.

Being granted a title and any sort of power is something of a rarity, but those who have achieved such a position have definitely earned it by showing dedication to the ideals held by the rest of the noble house.

Leaving a Noble House

Like a crime family, a noble house is not to be abandoned lightly. Though it is possible to leave a noble house on good terms, often nobles take offense at what they see as a slight and mark the person leaving as an enemy or a traitor.

Leaving on good terms usually means resigning and yielding any position or title to a designated successor. This can be due to retirement, to accepting a high-ranking position outside the house (such as head of a corporation or a Senate seat), or to a simple desire to escape the politics. Leaving a noble house in this way reduces a character's Sympathy to half its previous level (rounded down).

Leaving on bad terms is another matter entirely. Deserting a noble house is risky, as its members hold grudges and have the resources available to catch and bring back deserters. Noble houses can afford to post exorbitant bounties on the heads of former members, and sometimes the bounty is as good as a death warrant. Leaving a noble house this way results in the loss of all noble Sympathy.

Faction Feats

The following feat is associated with the noble houses.

Untouchable

Your status as a member of a noble house makes it difficult for criminal charges to stick, thanks to the prestige and sway your position gives you.

Prerequisite: Noble house (any one) Sympathy +5.

Benefit: When dealing with law enforcement or governmental officials, you may double your Reputation bonus.

Special: You must have joined a noble house to take this feat. If you later leave the noble house, you lose the benefits of this feat.

Lord of the Expanse Prestige Class

Tapani Sector nobles are often referred to as "Lords of the Expanse," because the large central region of planets in the sector is referred to as the Expanse. The unique dynamics of the Tapani Sector, where the 345 different noble houses directly rule the planets and systems, allow these noble lords to wield power rivaling senators and Imperial Moffs. The major houses, such as Mecetti, Calipsa, Pelagia, and Cadriaan, each rule several systems and billions of sentient beings. The Lords of the Expanse control the lives of their subjects like gleeful puppetmasters, granting prosperity through their benevolence or suffering through their malice, as the whim strikes them.

Requirements

To qualify to become a Lord of the Expanse, a character must fulfill the following criteria:

Skills: Bluff 6 ranks, Diplomacy 8 ranks, Gather Information 6 ranks.

Feats: Influence.

Reputation: +5.

Special: The character must be a member in good standing of a noble house in the Tapani Sector.

Game Rule Information

Vitality: A Lord of the Expanse gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

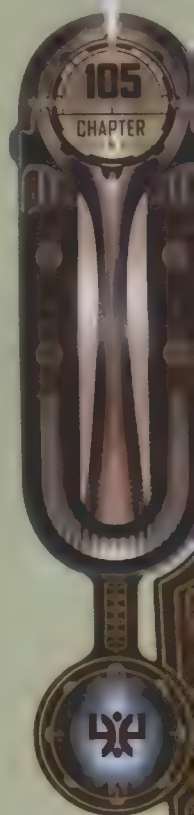
The Lord of the Expanse's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft* (Int), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Profession* (Wis), Read/Write Language (none), Ride (Dex), Sense Motive (Wis), and Speak Language (none).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (holoart), Knowledge (politics), and Profession (bureaucrat).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Lord of the Expanse prestige class.



Starting Feats

The Lord of the Expanse gains the following feats:

- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (simple weapons)

Moment of Weakness

A Lord of the Expanse has trained himself to see the weaknesses of others and knows how to exploit them to his advantage. A Lord of the Expanse may make one additional attack of opportunity per round.

Minions

Beginning at 4th level, a Lord of the Expanse can add his Lord of the Expanse class level to any Reputation checks made to attract followers. (See Followers in Chapter Six of the *Star Wars Roleplaying Game*.)

Resource Access

At 3rd level, the Lord of the Expanse has access to a wide array of resources. Once per day, the Lord of the Expanse can make a Charisma check to use those resources.

The value of resources gained equals the Lord of the Expanse's class level \times the result of the Charisma check \times 100. Thus, a 4th-level Lord of the Expanse who gets a result of 13 on his Charisma check would gain 5,200 credits' worth of resources. These resources can take virtually any form the Lord of the Expanse desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Lord of the Expanse chooses to make the check.

Commanding Presence

A Lord of the Expanse has an unnerving aura of leadership that is easily perceived by others. Starting at 4th level, the Lord of the Expanse gains a +2 inherent bonus on all opposed checks.

Personal Transport

At 5th level, the Lord of the Expanse gains a starship for his personal use. This ship is always a space transport and is most commonly a stock *Guardian*-class light cruiser (though the GM can assign the character any space transport, at her discretion).

The ship belongs to the Lord of the Expanse and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the Lord of the Expanse can attempt to replace it. Doing so requires a Diplomacy check (DC 20), costs 1 point of Noble house Sympathy, and takes 2d8 days. If the Diplomacy check fails, the Lord of the Expanse cannot attempt another for 1 week.

Peace Brigade

The Peace Brigade is an organization that formed as the Yuuzhan Vong invasion became public knowledge throughout the galaxy. Believing that the New Republic and the Jedi were doing more harm than good as the Yuuzhan Vong conquered world after world, the Peace Brigade formed as a means of brokering peace with the extragalactic invaders. Over time, however, the Peace Brigade came to see a Yuuzhan Vong victory as inevitable and cooperation with the Yuuzhan Vong as the best means for the future security of its members—and perhaps the rest of the galaxy as well. The Peace Brigade now works against the New Republic and the Jedi to build toward this secure future.

The Peace Brigade sees the Jedi as an uncaring group of renegades whose inability to make peace with the invading forces resulted in the destruction of Ithor (an early loss in the Yuuzhan Vong invasion). The Peace Brigade publicly denounces the Jedi Knights and is one of the leading voices of the growing anti-Jedi sentiment spreading throughout the crumbling New Republic. When the Yuuzhan Vong announced their cease-fire pending the capture of the Jedi Knights, the Peace Brigade quickly pursued the capture of the Jedi, eager to appease the invaders and secure their place in a future galaxy ruled by the Yuuzhan Vong. The Peace Brigade was even so bold as to attack the Jedi Academy on Yavin 4, attempting to kidnap the young children being trained there. The Peace Brigade has become a dangerous enemy to the Jedi Knights.

The Peace Brigade has also sabotaged much of the New Republic's efforts to meet force with force against the Yuuzhan Vong. Members of the organization have sabotaged shield generators, given technical information on planetary defenses, used contacts and favors to reroute refugee ships into Yuuzhan Vong space, and otherwise worked to hasten an end to the violence of the invasion. Despite these acts, the Peace Brigade's outward appearance as a benevolent organization attempting to negotiate peace has prevented the New Republic from openly branding the Brigade as traitors. While the Jedi Knights and New Republic government may know of the Peace Brigade's true agenda, the population of the galaxy at large sees the organization as a gentle and loyal opposition.

The Peace Brigade is composed of beings from all walks of life who join the organization for a multitude of reasons. Most simply want to see an end to the war. Some are former outlaws and mercenaries drawn to the organization primarily from a desire to preserve their own lives and join the winning side. Its membership includes at least a few high-ranking business executives and administrators who hope to curry favor with the new masters of the galaxy. The Peace Brigade also has access to weapons manufacturers, and the owners of at least one major shipyard have



been funneling transports to the organization for use in Jedi hunting activities.

Whatever the motivations of its members, the Peace Brigade at its height is a powerful and widespread organization, with cells operating on nearly every major planet and a formidable presence on the space lanes. Claiming moral authority on the basis of their peaceful mission, the Brigade has begun using its clout to stop private vessels in search of Jedi and other Force-users, at the behest of the Yuuzhan Vong.

Peace Brigade Sympathy

To work with the Peace Brigade is to work with the Yuuzhan Vong. Most missions undertaken by the Peace Brigade are handed down from Yuuzhan Vong commanders who choose to make use of "infidels" rather than waste their own warriors with demeaning or blasphemous works. In fact, Nom Anor frequently contacts the Peace Brigade to perform missions he wishes to keep secret from his own commanders.

However, working with the Yuuzhan Vong is not enough to ensure safety; frequently, members of the Peace Brigade have been sacrificed to placate the gods of the invaders. Succeeding in tasks assigned and rejecting their infidel ways are the only means by which Peace Brigade members have been able to appease their commanders. Anyone who is able to work for the Yuuzhan Vong and survive for more than a few missions is truly dedicated to his cause, as the brutal Yuuzhan Vong methods of dealing with underlings are often fatal to those who fail.

Joining

Signing on with the Peace Brigade means dedicating oneself to the cause of making peace with the Yuuzhan Vong—or at least to a Yuuzhan Vong victory. After a brief screening process, most members of the organization find themselves put into action almost immediately. Completing basic missions in a timely and efficient manner usually results in being promoted to more difficult assignments, which often involve the location and capture of Jedi and other Force-sensitive beings.

Working for the Peace Brigade is essentially the same as waving a banner for the Yuuzhan Vong cause. Depending on the applicable skills and resources one brings to the organization, members of the Peace Brigade might expect to deal with the Yuuzhan Vong commanders directly—and be faced with the Yuuzhan Vong consequences for failure.

Once accepted as a full-fledged member of the Peace Brigade, a character is given certain benefits, such as the ability to travel freely in Yuuzhan Vong-controlled space and access to resources that can be called upon over the course of a mission. Additionally, each member is given some level of training with Yuuzhan Vong biotechnology, and learns the basic customs and etiquette for dealing with the often ill-tempered Yuuzhan Vong commanders.

After proving their competence and reliability, most members of the Peace Brigade are given freer reign with their assignments and may choose to determine what they do with their own resources. While most turn to Jedi hunting or spying on the New Republic military, others choose to sow propaganda among the disaffected populations of planets hit hard by the effects of the invasion. Each member is encouraged to use her own talents to further the cause as best she can, and although this leads to a loosely organized command structure, it does allow each member a bit of individual freedom in choosing targets and methods.

Leaving the Peace Brigade

The Yuuzhan Vong do not take kindly to those who leave their service, and those who choose to leave the Peace Brigade are no longer given the protection their affiliation once offered. Anyone who leaves the organization is treated as any other member of the infidels' society by the Yuuzhan Vong, which means that capture results in slavery or sacrifice.

The other members of the Peace Brigade may also choose to see anyone who leaves the organization as a troublemaker or even a traitor.

Leaving the Peace Brigade results in the loss of all Peace Brigade Sympathy.

Faction Feats

The following feats are associated with the Peace Brigade faction.

Biotech Familiarity

You have learned the basic methods of use for many types of Yuuzhan Vong biotechnology and can use their equipment and don their gear with less difficulty.

Prerequisite: Peace Brigade Sympathy +3.

Benefit: You gain a +2 bonus on all saving throws and a +4 bonus on all skill checks and ability checks involving donning or using Yuuzhan Vong biotechnology.

Normal: Some Yuuzhan Vong equipment, when used by another species, requires a saving throw to resist being stunned by the process, or a skill or ability check to determine whether or not the character is able to use the device.

Jedi Hunter

You have learned the best techniques to track or capture members of the Jedi Order.

Prerequisite: Base attack bonus +8, Knowledge (Jedi Lore) 4 ranks, Track.

Benefit: When tracking a Jedi, you gain a +2 aptitude bonus on all Survival checks used in conjunction with the Track feat. Additionally, you gain a +1 aptitude bonus on attack rolls against Jedi.

The Rebel Alliance

When the price of peace and order is the loss of freedom and justice, common people must take up where the Jedi left off and become heroes. The Rebel Alliance is full of such common folk, standing side by side to combat the villainy of the tyrannical Empire and end the rule of its evil Emperor. The cost in lives is all too often horribly high, but the men and women of the Alliance are willing to pay that cost if it means the galaxy can live free once again.

The Alliance to Restore the Republic is about determination—the will to go on fighting so long as there is hope. And they have much to fight against. Every day, news of more Imperial brutality and cruelty reaches the Alliance. The citizens of the galaxy desperately need rescue from the Empire's oppression, and with the Emperor's eradication of the Jedi Knights, only the Alliance remains to answer the call. So, for the members of the Alliance, rebellion against the Empire is a duty, and neither surrender nor failure is an option.

The recognized leader of the Alliance is Mon Mothma, the former Senator of Chandrila. Assisted initially by the Corellian military strategist Garm Bel Iblis and Senator Bail Organa of Alderaan, Mon Mothma carried on virtually alone after Bel Iblis went into hiding and Bail Organa died along with his homeworld. A strong, intelligent woman, Mon Mothma is also poised and graceful—a paragon of

diplomacy and an inspiration to every member of the Alliance. She is aided by the Mon Calamari tactician Ackbar and the Imperial defector Crix Madine, the replacement for General Jan Dodonna (lost in the Battle of Yavin).

The Rebel Alliance has always been a mobile operation. Originally a theoretical response to the increasingly despotic rule of Emperor Palpatine, the Alliance became a real political movement when the Empire ruthlessly crushed peaceful demonstrators on the planet Ghorman—literally, by landing a warship on top of them. The Republic was well and truly dead, and its most devoted supporters—Mon Mothma, Bail Organa, and Garm Bel Iblis—began the rebellion in earnest. Operating in necessary secrecy, they united the various movements opposing the Empire into the Alliance to Restore the Republic.

For a long time, the Alliance was merely a collection of spies and saboteurs—having no ships or munitions with which to fight the Emperor's tyranny. Mon Mothma coordinated membership and communication, while Bail Organa arranged for materiel. Bel Iblis oversaw the training and organization of the Alliance's personnel—that is, until the Empire used the Death Star to make an example of the planet Alderaan, killing Bail Organa in the process. Organa had been the glue that bound Mon Mothma and Bel Iblis together, and without him, they could not cooperate. Even as the Alliance prepared to battle the Death Star, Bel Iblis took his command ship and vanished, not to return for almost a decade.

The Rebel victory against the Death Star and the discovery of at least one Jedi—Luke Skywalker—heartened the Alliance. Though they had lost Bel Iblis and General Dodonna, news of their success brought many more worlds to the side of the Alliance. The Alliance began to acquire more personnel, more equipment, and more ships with which to fight the Empire.

One victory, however, does not end the war, and the Alliance continues to work as it always has—hiding whenever possible, fighting whenever practical, and running whenever necessary. The main goal of the Alliance is to draw more supporters to its side, by secretly negotiating with worlds and systems to stand with them against the Empire. As more worlds join the Alliance, the Alliance's military might grows, and soon, it will be able to engage Imperial forces in direct conflict.

But in the meantime, the Rebels watch—and wait.

Rebel Alliance Sympathy

Although the Rebellion doesn't place the same kinds of demands on its allies as the Empire, it remains a very needy friend. The Alliance is out-gunned and out-manned, under-trained and under-supplied. Worse, everyone who helps the Rebels is deemed a Rebel by the Empire. Is striking one small blow for freedom really worth being hunted by a galactic military organization for perhaps the rest of your life?

108

CHAPTER



Yet, ironically, the Empire itself presents the best arguments for aiding the Alliance. The frequent atrocities and constant brutality of the Empire generates more sympathy for the Rebels than all the good deeds the Alliance could ever do on its own. Everyone who helps the Alliance—even if only by supplying a bit of data, or sheltering a wounded Rebel, or distracting a stormtrooper at a crucial moment—has a story to tell to explain why. The annihilation of Alderaan by the monstrous Death Star was itself enough to lead a dozen worlds to openly declare support for the Rebels, and hundreds of other worlds to quietly shift their loyalties to the Alliance.

Joining

Helping the Rebellion is one thing; becoming a Rebel is another matter entirely. The Alliance is always looking for personnel, from the pilot with starfighter training on down to the office secretary with a few weeks of clerical experience. Anyone who wants to overthrow the Empire and restore justice to the galaxy is more than welcome to join. But the Alliance does not lie to potential recruits; membership can be a death sentence. The Empire usually executes the Rebels they catch. Anyone not immediately willing to lay down her life for the Rebel cause should perhaps steer clear of the whole conflict until it's over.

While the Alliance is happy to take anyone who is willing to lay down his life, it is a bit more reserved about sharing confidential information. Before new recruits can be introduced to important figures in the Alliance or given access to sensitive data, they must prove that they can be trusted. Fortunately, this is usually a matter of time and performance; the Rebels don't have any particular loyalty tests they expect their members to pass. That would run counter to the Alliance's spirit of freedom and justice. Joining the Rebellion requires Rebellion Sympathy +2.

Leaving the Rebel Alliance

The Alliance is never happy to see one of its members depart, but it has far too much on its plate to keep track of everyone who leaves. And, again, the Alliance cannot fight for freedom in the galaxy if it refuses to allow its members the freedom to come and go.

Leaving to join another faction is a somewhat different matter, depending on what faction lures in the ex-Rebel. Obviously, the Alliance would be deeply concerned if a former Rebel—especially a highly placed one—joined forces with the Empire. Falling in with the Hutts would also raise a few eyebrows.

Conversely, ex-Rebels who side with the Corporate Sector, Bothan Spynet, or a smugglers' guild would not raise any alarms.

Leaving the Rebel Alliance results in a loss of 1 point of Rebel Alliance Sympathy. A character who joins the Empire loses all Rebel Alliance Sympathy once his new affiliation becomes known.

Faction Feats

The following feat is associated with the Rebel Alliance faction.

Rebel Training

Your training with the Rebel Alliance has taught you uncommon self-sufficiency and dedication to the Rebel cause.

Prerequisite: Wisdom 13.

Benefit: Once per day, you can focus your determination to gain a circumstance bonus on any skill check, ability check, or attack roll. The bonus is equal to one-half your Rebel Sympathy (rounded down; minimum +1). You can decide to use this ability after making a die roll but before the GM reveals the result of the check or attack roll.

Special: You must have joined the Rebel Alliance to take this feat, but you do not lose its benefits if you later leave the Rebel Alliance.

Rebel Organizer Prestige Class

In the months following the destruction of Alderaan, the Rebel Alliance can hardly keep up with all the worlds and systems that want to join the fight against the Empire. Each new Rebel cell needs indoctrination, training, and a pipeline to the rest of the Alliance. The Rebel organizer fulfills all of these functions, settling into the new cell and providing the equipment, training, and discipline they need to effectively combat the Galactic Empire.

Rebel organizers operate in complete secrecy, both for their own safety and that of the people they are training. They travel light, because they must be able to settle in anywhere and vanish on a moment's notice. They also need firm connections to the Rebel Alliance and good relations with the various smugglers who carry in supplies and ordnance. Most of all, they need a devotion to the Rebel cause—and the ability to instill and maintain that devotion in those around them.

Table 5-12: The Rebel Organizer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Starting feats, culture shift	+2	+0
2nd	+1	+2	+3	+2	Resource access	+3	+1
3rd	+2	+2	+3	+2	Inspire greatness	+3	+1
4th	+3	+2	+4	+2	Skill mastery	+4	+2
5th	+3	+3	+4	+3	Inspire heroism	+4	+2



Requirements

To qualify to become a Rebel organizer, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Diplomacy 4 ranks, Disguise 4 ranks, Knowledge (alien species) 4 ranks, Survival 6 ranks.

Feats: Low Profile, Rebel Training.

Reputation Bonus: +2.

Rebel Sympathy: +4.

Special: A character must have acquired the inspire confidence ability to become a Rebel organizer.

Only characters who have joined the Rebel Alliance can become Rebel organizers.

Game Rule Information

Vitality: A Rebel organizer gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Rebel organizer's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions): Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Rebel organizer prestige class.

Starting Feats

The Rebel organizer gains the following feats:

Trustworthy

Weapon Group Proficiency (blaster pistols)

Culture Shift

The Rebel organizer quickly learns to blend in with the cultures she joins and trains. When masquerading as a member of an alien species, the Rebel organizer gains a +2 competence bonus on all Disguise checks.

Resource Access

At 2nd level, the Rebel organizer has access to a wide array of resources. Once per day, the Rebel organizer can make a Charisma check to use those resources.

The value of resources gained equals the Rebel organizer's class level \times the result of the Charisma check \times 100. Thus, a 4th-level Rebel organizer who gets a result of 13 on her Charisma check would gain 5,200 credits' worth of resources. These resources can take virtually any form the Rebel organizer desires

(within reason) and are hers to do with as she pleases. The resources gained arrive in his possession 1d6 hours after she makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Rebel organizer chooses to make the check.

Inspire Greatness

Beginning at 3rd level, a Rebel organizer can inspire greatness in a single ally, granting extra fighting capability. The ally must listen to and observe the Rebel organizer for a full round for the inspiration to take hold (but may take other actions while doing so). The effects last for 5 rounds. An ally inspired with greatness gains +2d6 temporary vitality points, a +2 competence bonus on attack rolls, and a +2 morale bonus on all saving throws.

The Rebel organizer can inspire greatness a number of times per day equal to her Rebel organizer class level. The Rebel organizer can't inspire greatness in herself; the ability only aids her allies.

Skill Mastery

At 4th level, the Rebel organizer designates a skill. When making a skill check with this skill, the Rebel organizer may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions. (See Checks without Rolls in Chapter Four of the *Star Wars Roleplaying Game* for more information on taking 10.)

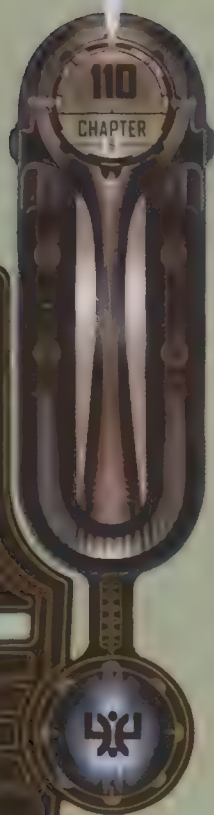
Inspire Heroism

At 5th level, the Rebel organizer's inspire greatness ability (see above) improves. The temporary vitality points gained increase to +3d6, and the ally is immune to the following conditions for as long as he remains inspired: cowering, dazed, fatigued, panicked, or stunned. All other benefits of the inspire greatness ability remain the same.

Sienar Fleet Systems

The Empire's primary provider of starships and starship designs is Sienar Fleet Systems, a subsidiary of Santhe/Sienar Technologies. Though the majority of SFS's employees are simple technicians, line assemblers, and shift supervisors, the real genius at SFS comes from the Research and Design Division, where gifted technicians and designers dream up the next batch of starship innovations. Sienar Fleet Systems' think tank is the pinnacle of the engineering trade: a place where imagination and expertise go hand-in-hand, allowing technicians to test their most radical ideas.

Sienar Fleet Systems' R&D might seem like something of a playground for the mechanically inclined, but one has to remember that the Empire is SFS's main customer—and one does not waste the



Emperor's time with frivolous designs. The same goes for company head and founder Raith Sienar. Despite being something of a dreamer himself—rumor has it that the Death Star was originally his idea—Sienar has a keen grasp of his company's value to the Empire. So long as Sienar Fleet Systems continues to develop and produce weapons of destruction for the Emperor, SFS—and, by extension, its CEO—will survive. He doesn't like to think about the alternative.

Originally Republic Sienar Systems, Raith's company was a major commercial and military starship manufacturer in the waning days of the Old Republic. But his company metamorphosed into something more focused on military applications, starting a few years before the commencement of the Clone Wars. Among their most popular designs—with the Empire, at any rate—are the TIE fighter, TIE bomber, and TIE interceptor, Darth Vader's TIE Advanced x1, the Interdictor cruiser, *Lambda*-class shuttle, and the Skipray blastboat. Sienar Fleet Systems is famous as the leading manufacturer of starfighters, though that's certainly not all SFS does. Every year, SFS engineers crank out hundreds of designs for armed transports, battle cruisers, assault shuttles, and even battle stations. And the Empire always snaps up the best of the designs.

Perhaps the only drawback to joining Sienar Fleet Systems is the lack of individual recognition—though given the penalty for truly useless designs, perhaps spreading the responsibility around is not such a bad idea. Sienar Fleet Systems pays well, though: Everyone from the least line technician on up to the geniuses in the think tank draws a substantial pay stub, with significant benefits. The only people who don't seem to prosper in SFS are the bureaucrats and accountants; Raith Sienar has never liked them, and it shows.

Sienar Sympathy

Characters who do good work for Sienar Fleet Systems, even on a short-contract basis, are well rewarded by SFS—especially if they are engineers. Sienar Fleet Systems is fond of contractors who come in and solve design problems, but who don't require a steady paycheck or benefits (though SFS still employs plenty of those). Contractors are often paid in product—including, sometimes, the prototypes of their own designs. Sienar considers this a fair trade: SFS gets all production and modification rights to a ship design, and the engineer who dreamed it up gets one to fly around the galaxy. But the company doesn't extend this offer to just anyone. Only top-notch designs are even considered; otherwise, the ship doesn't sell enough units to justify giving one away for free.

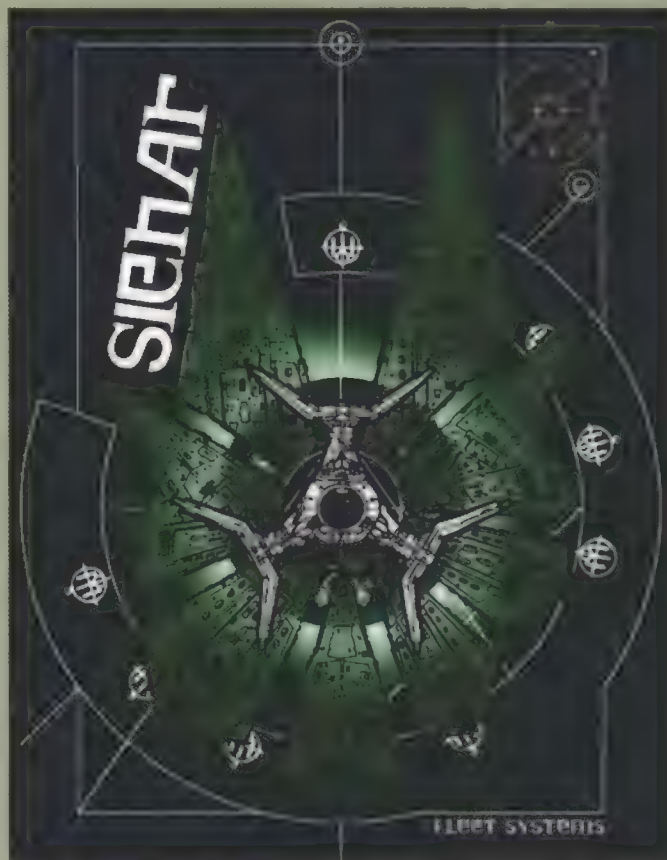
Sienar Fleet Systems offers employment only to the best technicians and engineers in the Empire. There is very little upward mobility in SFS; an employee almost never works his way up to Research & Design from the assembly line. Within R&D, however, there is plenty of room for

advancement, assuming an engineer can keep up with the grueling schedule and still crank out quality designs. Sienar Fleet Systems isn't as draconian as the Corporate Sector, though. Brilliant designers are valuable resources, and if they require a little pampering to be happy and productive, it's a small price for SFS to pay.

The major benefit of working in a Sienar think tank is the amazing technological toy box that comes with it. Laboratories at SFS are jammed with all manner of high-tech tools and testing apparatus—the best available, in the case of the senior engineers. But perhaps the best benefit is the atmosphere of academic competition, where brilliant engineers can discuss their latest design theories with other engineers who not only understand the theories but also make constructive suggestions. This sharing of ideas is why SFS insists that every employee sign both a nondisclosure agreement and a noncompete agreement. Perhaps the most difficult aspect of working for Sienar Fleet Systems is the latter: An SFS employee cannot do the same or similar job for another company in the same field (ship design) without risking legal action. If Sienar Fleet Systems doesn't have any use for an engineer's designs, they simply languish in a file archive somewhere.

Joining

While anyone can apply for a job with Sienar Fleet Systems, only the best can hope for the top jobs in



the Research & Design Division. Applicants for R&D are personally interviewed by Raith Sienar, who is far more interested in an applicant's theories and design history than with such trivialities as employment record and education. Impressing Raith Sienar practically guarantees a job offer, though Sienar preferentially hires Humans, in order to meet the requirements of his contracts with the Empire. He often hires non-Humans for non-Imperial projects, however.

Joining the Sienar Fleet Systems requires Sienar Fleet Systems Sympathy +1.

Leaving Sienar Fleet Systems

Unlike employment with the Corporate Sector, Sienar Fleet Systems has no particular restrictions for employees who wish to look elsewhere for a better job—which is why Raith Sienar tries so hard to keep his top engineers happy. Ex-employees are expected to abide by their nondisclosure agreements, obviously. But while SFS might take legal action, former employees should remember that the Empire considers much of Sienar Fleet Systems' designs to be military secrets, and responds accordingly to leaks.

Leaving the Sienar Fleet Systems results in a loss of 1 point of Sienar Fleet Systems Sympathy.

Faction Feats

The following feats are associated with the Sienar Fleet Systems faction.

Sienar Service Contract

Your connections with Sienar Fleet Systems get you the best rate for starship repairs.

Prerequisite: Sienar Fleet Systems Sympathy +2.

Benefit: When Sienar Fleet Systems technicians perform repairs on your starship, the cost is reduced by 10%. The cost is reduced by 25% if Sienar Fleet Systems manufactured your starship.

Special: This feat applies to any starship you own that utilizes Sienar Fleet Systems parts. Sienar Fleet Systems individually codes all of its parts, so switching Sienar parts from one starship to another won't let you get a discount on multiple repair jobs.

Starship Power Override

You have learned so much about starship design that you can adjust a ship's systems to exceed its standard operational parameters.

Prerequisite: Intelligence 15, Craft (see below) 8 ranks, Starship Operation (any one).

Benefit: You may increase a ship's maximum speed, shield points, or weapon damage without first rerouting power. Doing so adds +10 to the DC of the appropriate Repair check, and the modification lasts for the duration of the encounter. You may only maximize the power to one of these systems per encounter.

Special: You must possess 8 or more ranks total in Craft skills related to starships, including Craft (capital ships), Craft (space transports), Craft (starfighters), Craft (starship weapons), or Craft (sublight drives).

Sienar Engineer Prestige Class

Though there are many prestigious starship design companies in the galaxy, the recognized pinnacle of the craft is Sienar Fleet Systems, where the Empire gets its starfighters and other light starships. To design for Sienar is to have access to the best equipment and the brightest minds in starship development. Others may produce better starships on occasion, but no shipyard delivers such consistent innovation and quality as Sienar Fleet Systems. The thorough knowledge of starship systems one gains from working in the Sienar think tank makes Sienar engineers highly sought members of any starship crew, as they can milk that little extra bit of performance out of any ship.

The work of Sienar engineers is known throughout the galaxy, though the engineers themselves receive little attention. (Most citizens of the galaxy believe that Raith Sienar personally designs every ship. In reality, he only approves every design—though he does make small changes here and there to every design that crosses his desk.) Only in the field of starship engineering can a Sienar engineer expect to find someone who knows his name and accomplishments. To everyone else, a Sienar engineer is just an incredibly handy person to have aboard a ship when the going is rough.

Requirements

To qualify to become a Sienar engineer, a character must fulfill the following criteria.

Skills: Craft (see below) 8 ranks, Knowledge (engineering) 6 ranks, Knowledge (technology) 8 ranks.

Feats: Starship Operation (any).

Special: You must possess 8 or more ranks total in Craft skills related to starships, including Craft (capital ships), Craft (space transports), Craft (starfighters), Craft (starship weapons), or Craft (sublight drives).

Table 5-13: The Sienar Engineer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Sienar certification	+1	+1
2nd	+1	+0	+2	+3		+2	+2
3rd	+1	+1	+2	+3	Engineering wizardry	+2	+2
4th	+2	+1	+2	+4		+2	+3
5th	+2	+1	+3	+4	Starship mastercrafter	+3	+4

A character must have the Expert ability to become a Sienar engineer. This must be applied to one of the Craft skills listed above. (See Tech Specialist in Chapter Three of the *Star Wars Roleplaying Game*.)

Game Rule Information

Vitality: A Sienar engineer gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Sienar engineer's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions): Astrogate (Int), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Knowledge* (Int), Pilot (Dex), Profession* (Wis), Repair (Int).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (space transports), Knowledge (engineering), and Profession (engineer).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the Sienar engineer prestige class.

Sienar Certification

The best Sienar engineers undertake technical design classes conducted by Sienar Fleet Systems specialists. The classes are meant to teach otherwise individualistic designers how to do things the Sienar way, but having Sienar certification certainly doesn't hurt an engineer's reputation. The character adds a +2 circumstance bonus on any Bluff, Diplomacy, Gather Information, or Intimidate check that involves other non-Sienar engineers or technicians.

Engineering Wizardry

When attempting to reroute power or make jury-rigged repairs on a Sienar-built starship, the Sienar engineer gains a +2 circumstance bonus. (See Heroes as Crew in Chapter Eleven of the *Star Wars Roleplaying Game*.)

Starship Mastercrafter

At 5th level, the Sienar engineer may create mastercraft systems for starships. The engineer can create mastercraft controls, sensors, or shields using the Craft skill for the appropriate ship type (such as Craft [capital ships]). She can create mastercraft hyperdrives with the Craft (hyperdrives) skill and mastercraft sublight drives with the Craft (sublight drives) skill.

On average, it takes twice as long to construct a mastercraft system as it does to create an ordinary system of the same sort: You must pay double the cost for raw materials (2/3 of the item's normal price rather than 1/3), and the result of every daily Craft check you make is halved (round down). You can add the mastercraft feature to an existing ordinary system by paying the raw material cost and then making

daily Craft checks as though you were constructing the item itself.

In addition to the cost of raw materials, the Sienar engineer also must pay a number of experience points equal to one-half the price of an ordinary item (for instance, 500 XP for a control system priced at 1,000 credits). These experience points must be paid along with the raw materials cost, before the character makes any daily Craft checks to create the mastercraft item. If the expenditure of these XP would drop the character's total to below the minimum needed for his or her current level, then the XP cannot be paid (and the mastercraft work cannot begin) until the character gains enough additional XP to remain at his current level after the expenditure is made.

The benefits gained by mastercrafting a system with this ability do not stack. A Sienar engineer cannot mastercraft a single set of controls twice to double the equipment bonus.

Creating a mastercraft system is a task of extreme complexity; as such, the DC of the final Craft check to complete the item is 20.

The effect of the mastercrafting, and typical costs in credits and XP, are as follows.

Mastercraft Controls: +2 equipment bonus on Pilot checks to perform stunts (credit cost: 1,000 credits; experience cost: 500 XP)

Mastercraft Sensors: +2 equipment bonus on Computer Use checks (credit cost: 2,000 credits; experience cost: 1,000 XP)

Mastercraft Shields: +2 equipment bonus on Computer Use checks to restore shield points (credit cost: 500 credits per 10 shield points the ship has; experience cost: 250 XP per 10 shield points the ship has)

Mastercraft Hyperdrive: +2 equipment bonus on Astrogate checks to make hyperspace jumps (credit cost: 2,000 credits; experience cost: 1,000 XP)

Mastercraft Sublight Drive: The ship's maximum speed is increased by 1 square/action (credit cost: 5,000 credits; experience cost: 2,500 XP)

Other Factions

Some factions in the *Star Wars* universe are fairly well covered in the *Star Wars Roleplaying Game* and other sourcebooks—or are so well known that a full write-up is unnecessary. A few details on how to join, which faction opposes which, and how they are affected by the passage of time are covered here. No special feats or prestige classes are covered here, but many feats and prestige classes in other *Star Wars Roleplaying Game* products are applicable to members of these factions.

The Jedi

The Jedi Order, during the Old Republic and Rise of the Empire eras, was almost more a sub-faction of the Republic than a separate faction in its own right. The Jedi disappeared (officially, at least) during the



Rebellion era, but returned with the formation of the New Republic. In The New Jedi Order era, however, the Jedi opposed the Yuuzhan Vong's conquest of the galaxy and soon became official enemies of the Republic as well, after the Yuuzhan Vong offered a truce in exchange for the New Republic turning over all of the Jedi.

Joining

The Jedi seek out individuals who are strong in the Force and have good intentions. Anyone with Force abilities is welcome to join the Jedi. Non-Force-users can have Sympathy with the Jedi but cannot join. (They can join related factions, such as the Antarian Rangers.)

Leaving the Jedi

Joining the Jedi is considered a lifelong commitment. Leaving the Jedi results in the loss of all Jedi Sympathy.

The Republic

In the Old Republic era, the Republic was virtually unopposed and had allies everywhere except in the Hutt and Black Sun criminal syndicates. At the end of the Rise of the Empire era, the Republic was opposed by the Confederacy of Independent Systems, then dissolved at the end of the Clone Wars, to be replaced by the Galactic Empire. The Republic returned as the New Republic at the end of the Rebellion era and remained in power until The New Jedi Order era, when it was scattered by the Yuuzhan Vong destruction of Coruscant.

Joining

The Republic welcomes all potential members. There are no special requirements for joining the Republic.

Leaving the Republic

As a force for freedom and justice, the Republic places no great penalty on those who leave its service—unless they defect to an opposed faction. Leaving the Republic results in a loss of 1 point of Republic Sympathy, unless the character leaves for an opposed faction, in which case the character's Sympathy is reduced to half (rounded down).

The Sith

Much as the Jedi served the Old Republic, the Sith served the Galactic Empire—or, rather, their cronies did, for the true Sith consisted at that time only of the Emperor and Darth Vader, and the Empire existed to serve them. At various points throughout galactic history, though, followers of Sith teachings have banded together to challenge the Republic and combat the Jedi, including the Sith War during the days of the Old Republic and the Sith Heresy that ushered in the Rise of the Empire era.

Joining

The Sith welcome dark and tainted Force-users, but it's not enough simply to toy with the dark side. In addition to being tainted or dark, joining the Sith also requires Sith Sympathy +1. Non-Force-users can have Sympathy with the Sith but cannot join.

Leaving the Sith

The Sith do not tolerate deserters. Leaving the Sith results in the loss of all Sith Sympathy.

The Yuuzhan Vong

Conquerors from beyond the Galactic Rim, the Yuuzhan Vong oppose every faction in the galaxy during The New Jedi Order era, with the sole exception of the Peace Brigade (the willing servants of the Yuuzhan Vong). Though the Yuuzhan Vong sometimes form temporary alliances with other factions (extremely temporary, as the Hutts discovered), they are always opposed by the Jedi, and, despite some gestures of appeasement, by the Republic as well.

Joining

Joining the Yuuzhan Vong is a dangerous proposition—the invaders care little for their allies. Joining the Yuuzhan Vong requires Yuuzhan Vong Sympathy +1.

Leaving the Yuuzhan Vong

Abandoning the true masters of the galaxy is not permissible and is tantamount to a death sentence. Should a character survive such a defection, leaving the Yuuzhan Vong results in the loss of all Yuuzhan Vong Sympathy.

Other Time Periods

This chapter details the factions as they are at their height—be that during the days of the Old Republic, the height of the Empire, or The New Jedi Order era. GMs who wish to use factions in other periods can use the information provided below as a general guideline for how much or how little influence the factions have in other times.

The Rise of the Empire

Two factions dominate the Rise of the Empire era: the Republic, controlled by a vast Senate dedicated to promoting peace and order through diplomacy and understanding, and the Confederacy of Independent Systems, devoted to crawling out from under the corruption and mindless bureaucracy of the Republic Senate. Throughout this time, also, there existed the Jedi Order, which helped the Republic maintain stability against all threats. The conflicting ideals of these factions led to the Clone Wars and, ultimately, the downfall of all three.

During the Rise of the Empire era, Siemar Fleet Systems is known as Republic Siemar Systems, and for the most part produces space transports and small

capital ships rather than starfighters. The Hutt and Black Sun criminal syndicates exist and are quite powerful in this era—especially the Hutts, who actually control vast regions of space and trade richly in weapons, spice, and slaves. The Bothan Spynet comes into existence during this era but does not grow in real power until late in the timeline. The Corporate Sector, meanwhile, operates much as it always has, independent from the Republic but still a major provider (except during the Clone Wars, when the Corporate Sector Authority served both sides of the conflict and offered sanctuary to refugees willing to become Corporate Sector citizens).

The New Republic

After the death of Emperor Palpatine at the Battle of Endor, the Empire lingers on for several years. It eventually becomes so weakened that continued conflict with the Rebel Alliance (now known as the New Republic) would be altogether fruitless. Though various Imperial task forces arise to challenge the New Republic, including the cunning Grand Admiral Thrawn and the infamous Admiral Daala, their efforts ultimately fail, and the military leader of what's left of the Empire, Grand Admiral Pellaeon, sues for peace with the New Republic. The Empire still exists, after a fashion, throughout this period, but is greatly weakened—while the New Republic grows strong.

Sienar Fleet Systems loses much of its importance as well, and Black Sun all but disappears after the death of its greatest leader, Prince Xizor, shortly before the Battle of Endor. The Hutt criminal syndicate and the Bothan Spynet both continue to quietly thrive, and though a few major enemies appear during this era (the Senex Lords, the Duskhan League, the Triad, and even the reborn Emperor), none of them lasts for very long. This era also sees the return of the Jedi Order, in the form of Luke Skywalker's training academy on Yavin 4—but the group is too small to be considered a true faction.

The New Jedi Order

The existing factions change little with the invasion of the extragalactic Yuuzhan Vong. Non-Yuuzhan Vong are granted membership in the form of the collaborationist Peace Brigade, and over the course of a couple of years, the Yuuzhan Vong prove the strongest faction. The Empire—now known as the Imperial Remnant—keep largely to themselves, as does the Corporate Sector. The invasion passes almost cleanly between them. The New Republic bears the full brunt of the Yuuzhan Vong assault, and eventually, even Coruscant falls to their superior tactics and fierce dedication.

The Bothan Spynet is all but powerless against foes they cannot infiltrate, and with Sienar Fleet Systems and Black Sun mostly gone, only the Hutts remain. But even they are swept aside by the Yuuzhan Vong, for the error of attempting to profit from the conflict; the Yuuzhan Vong drive the Hutts into exile on

Tatooine and terraform their homeworld. The Jedi—stronger now than they had been since the birth of the Empire—help slow the Yuuzhan Vong advance, but cannot truly prevail against the invaders without the support of the bickering New Republic leadership. Ultimately, the Jedi find themselves hunted by the people they have sworn to protect, and their already small numbers begin to dwindle rapidly with every Jedi captured or killed.

Creating New Factions

Obviously, this book cannot present a full and complete list of all factions that could exist in the *Star Wars* universe. Gamemasters who wish to create their own factions should keep the following concerns in mind.

- Ⓜ Factions are large, semipermanent organizations with members spread throughout the galaxy. A small group is not a faction; nor is an organization that bands together only for the short term, or whose members are all more or less centrally located. Talon Karrde's Smugglers' Alliance, for example, is more of a guild than a faction. Even though it includes a great many members scattered throughout the galaxy, the group was founded to stand against the threat of Grand Admiral Thrawn. With Thrawn gone, the Smugglers' Alliance had little reason to stay together, and it ceased to exist.
- Ⓜ Factions should be extensive enough to provide something in return for favors. That is, Sympathy with a faction has to mean something. A group that always takes but can never give—even something so inconsequential as a return favor—should not be a faction.
- Ⓜ Joining a faction should mean something. While some factions work well with others (the Bothan Spynet and the Rebel Alliance, for example, or the Empire and Sienar Fleet Systems), joining a faction on a permanent basis should carry the consequence that at least one other faction now considers you an enemy.
- Ⓜ A faction should be something special. Each faction should have at least one feat or prestige class available only through Sympathy with or membership in that faction.
- Ⓜ Leaving a faction should be a major event in a character's life. The consequences for joining another group (or even just going independent) should be daunting, and perhaps even life-threatening. Membership in a faction should never be just a matter of convenience to a character.





CHAPTER SIX

EQUIPMENT | 6



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Every *Star Wars* hero relies to some extent on her equipment—whether it's to let the hero do something she ordinarily couldn't do, or just to give her a little added edge. This section expands upon the rules presented in the *Star Wars Roleplaying Game*, giving starting credits for characters above 1st level, presenting some specialized equipment relating to special organizations outlined in this book, and giving heroes the option of exploring the world of cybernetics.

Starting Credits for Higher-Level Characters

When GMs allow players to create characters that start off at higher than 1st level, the question inevitably arises: How many credits do they have? Certainly, such characters, even at 2nd level, have accumulated a few credits more than what they might have started with, and the players will want to spend those credits on more gear.

Table 6-1 shows starting credits for higher-level characters. Most characters simply use the starting credits as shown on the table. There are two notable exceptions: Jedi in the Rise of the Empire era, and nobles.

During and after the Rebellion era, higher-level Jedi begin play with the standard starting credits, the same as other characters. During the Rise of the Empire era, the Jedi Council carefully doles out the credits and expects unspent funds back at the end of the mission. Thus, Jedi begin play with considerably less discretionary funds than their counterparts in other eras. Divide the standard starting credits for your level by 5 to determine the starting credits for a Jedi. Any Rise of the Empire era character with any levels in Jedi consular or Jedi guardian is considered a Jedi for purposes of starting credits.

Nobles, with their access to resources, can build up quite a few more credits than characters of comparable experience. For starting characters that only have noble levels, multiply the standard starting credits by 1.5 to determine your starting credits. If your character is a multi-classed noble, and half or more of her levels are in the noble class, increase the standard starting credits by 25% to determine your starting credits. If your character is a multi-classed noble, but fewer than half her levels are in the noble class, increase the standard starting credits by 10% to determine your starting credits.

Character Loans

Low-level heroes are notoriously short on funds, which is problematic to players for whom part of the *Star Wars* experience is soaring around the galaxy in their own version of the *Millennium Falcon*. While most players can prioritize their equipment purchases to work around less-than-optimal starting credits, starships and other high price tag items are going to be out of their reach for a while.

Table 6-1: Starting Credits for Heroes Above 1st Level

Level	Starting Credits	Level	Starting Credits
1	by class ¹	11	54,500
2	2,000	12	70,800
3	3,000	13	92,000
4	4,500	14	119,700
5	6,500	15	155,500
6	10,000	16	186,600
7	14,000	17	224,000
8	20,000	18	268,800
9	27,500	19	322,500
10	39,000	20	387,000

¹ See the class descriptions in Chapter Three of the *Star Wars Roleplaying Game*.

This may be a problem for the GM, as well—especially if the adventures he's planned involve lots of starship travel, speeder trips across the burning sands of Tatooine, and so on. The GM can always find a way to provide what the heroes need, free of cost (in exchange for a favor that might generate its own side adventure, for example). But that overlooks an intriguing campaign hook: that of the heroes, much like Han Solo, struggling against the grip of long-term financial debt.

Before you jump into these rules, discuss them with your Gamemaster, who may or may not allow them. Obviously, this system works much better for long-term campaigns than it does for one-shot adventures, so the GM must weigh the utility of these rules against the story potential they present over the lifetime of the campaign.

Getting a Loan

Heroes in the *Star Wars Roleplaying Game* can apply for a loan from a lending institution of some kind (such as a bank) or a loan shark (essentially, anyone else who lends money), at any time they are in a position to do so. (Obviously, you can't sign for a loan when you're stranded in the swamps of Clak'Dor VII, for example.) The process is actually very simple: The lender gives you (the borrower) a certain amount of money, and you eventually give it back, along with some extra money to compensate the lender for the trouble. In fact, the only real complication arises when you can't—or decide not to—pay it back.

The three important factors in a loan are the amount, the interest, and the payments.

Amount

Characters can apply for any amount of money they wish, but there are limits on what they'll get from a reputable lending institution (as opposed to a loan shark; see below). The maximum loan amount in credits is equal to twice the starting credits for the character's class and level. At 1st level, use the maximum possible amount the hero could roll as the basis for the loan maximum. At higher levels, use the amount given on Table 6-1.

Less reputable institutions—such as the aforementioned loan shark—are willing to lend heroes a bit more money, up to three times the character's starting credits. The reason for this is that a bank or other institution must rely on legal recourse if you default. Loan sharks and their ilk simply take whatever you have—and aren't too exacting about whether they take a bit more than they're due.

A character cannot apply for a loan while he has another loan that has not yet been paid in full.

Interest

Interest is the amount of money the lender charges you to borrow their money. It is always a percentage of the loan amount. The percentage can vary greatly based on several factors, but, again for convenience, lending institutions fix this percentage at 25% of the loan amount, while loan sharks set the percentage a bit higher, at 50%. (Lending institutions in the Corporate Sector charge 50% interest on loans; loan sharks in that sector of space charge 75% interest.)

When you take a loan, add this percentage to the amount borrowed. That total is what you owe the lender.

Payments

Lenders want their money back, and they want to see it returned on a regular schedule. You must make payments whenever you advance a level (or at the first opportunity afterward, if you are in a situation that doesn't permit financial transactions). While this is something of an abstraction, it can represent your character making several smaller payments over time.

The required payment is 25% of the total loan, including interest. Thus, assuming you make all scheduled payments, you will pay off your loan after four levels.

Missing a Payment: Sometimes you can't make a payment on time. Lenders are usually fairly forgiving, so long as you make the payment before your next payment comes due. There is a penalty, however.

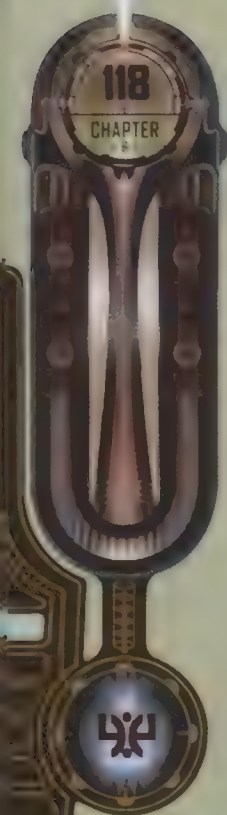
If you fail to make a payment to a reputable lender upon going up in level (or at the earliest opportunity after doing so), the amount you owe on that payment is increased by 10%. For example, if you would normally have to pay 1,500 credits, your payment is increased to 1,650 credits.

Loan sharks are a little harsher. A loan shark increases the amount you own on that payment by 25%.

If a second payment comes due before you have paid the first missed payment (in other words, if you fall two payments behind), you are considered to be in default of your loan.

Defaulting on a Loan

Failing to pay off a debt is known as defaulting on the loan. Anyone who falls two or more payments behind is considered to have defaulted, even if the borrower intends to pay what's owed.



Lenders are never happy with borrowers who, in effect, steal their money, but reputable institutions handle the situation quite differently than loan sharks.

Reputable Lending Institutions: When a character defaults on a loan, the entire balance (including penalties for both missed payments) becomes due immediately. The lending institution contacts the borrower, giving him 3d10 days to make the payment in full.

If the character can't pay in full, he can make partial payments. Any payment equal to or greater than the original scheduled payments buys the character another 3d10 days.

If the character fails to meet the institution's demands, the institution seizes the character's assets (credits, property, equipment, and so on), considering the items collateral. If the sale value of these items does not cover the debt, or there were no such items, the institution files a lawsuit against the character in the amount of the balance.

The character can head off the lawsuit by paying the balance before advancing to his next level. If he does not, the courts order the character to liquidate his assets (again, equipment, property, and so forth) to pay off the debt. If the character refuses (or cannot generate enough cash to cover the debt), the law becomes involved, attempting to arrest the character and send him to prison—essentially removing the character from the campaign.

Characters can always attempt to flee the law, but doing so puts a price on the character's head. The hero can look forward to continuous tangles with law enforcement officers and the occasional bounty hunter, until he either pays off the debt or is sent to prison.

Loan Sharks: Loan sharks are considerably more direct with deadbeats. When a character defaults on a loan, the entire balance (including penalties for both missed payments) becomes due immediately. The loan shark typically gives the borrower 2d4 days to make the payment in full.

If this friendly reminder fails to convince the debtor to pay up, the loan shark simply arranges to take anything belonging to the debtor that isn't welded in place. If that's still not enough, the loan shark is left with no choice but to make an example of the deadbeat, to show other borrowers just how bad an idea it is to default on a loan. This can range from a crippling beating to an execution—seen to either by the loan shark's paid enforcers, or by posting a bounty (whichever is more cost-efficient). Once that's done, the loan shark has effectively forgotten the debt—though if he let the debtor live, the loan shark will certainly never lend him money again.

Communications Systems

Thanks to the high technology of the *Star Wars* galaxy, beings can communicate across vast distances with ease and versatility. From comlinks and datapads carried wherever they are needed, all the way up to

the galaxy-spanning HoloNet, any civilized being can get in contact with someone kilometers or even parsecs away with ease. Only when a character goes to a remote or undeveloped region does he face any difficulty at all in communications.

Communications Devices

Communications devices include comlinks, terminals, and starship transmitters.

Comlinks

A comlink is the most basic and personal type of communications device. All comlinks use the standard com code system (see Com Codes, below).

Most comlinks accept only direct voice communication, though they can be connected to datapads or other computers to transmit nonholographic data as well. Common models automatically scan local "Standard Clear Frequencies" (SCFs), used for emergency news bulletins by military and civilian authorities, and alert the user when such bulletins are broadcast.

The standard comlink has a base range of 50 kilometers, which can be increased by bouncing the signal through local communications networks (see Local Communications, below).

Unencrypted comlinks can be jammed relatively easily; their short range and low power do not afford them much in the way of anti-jamming or security measures, making them unsafe to use when transmitting highly sensitive information. Attempting to jam an unencrypted comlink requires a Computer Use check (DC 15). It's also relatively easy to listen in to conversations on unencrypted comlinks. Such tapping requires a Computer Use check (DC 10).

Military-grade and encrypted comlinks are more expensive, but are difficult to monitor or disrupt. Attempting to jam an encrypted comlink requires a Computer Use check (DC 20). Attempting to tap one requires a Computer Use check (DC 25).

Terminals

A terminal is a computer or communications system hardwired into a planetary communications network. There are two types of terminals: public and private. Private terminals are usually found inside homes or businesses. They have com codes that function just like comlink com codes (see Com Codes, below). Private terminals can be keyed to accept messages for the owner's comlink com code, should that comlink not be reachable (see Messaging, below).

A public terminal, on the other hand, is much more restricted and usually cannot be contacted externally. Public terminals can be used to send communications, connect to local information networks, search directories for individuals' com codes, link to a private terminal to retrieve data or stored communications, or make business and bank transactions (such as hailing a taxi or withdrawing funds from an account). Using a public terminal generally costs 1 credit per 5 minutes of use.



Almost all terminals can send or receive audio, video, and nonholographic data.

Because they are hardwired into their planetary networks, terminals cannot be jammed. They can only be tapped by directly accessing their communications wiring, requiring a Computer Use check (DC 20).

Starship Transmitters

Every starship comes equipped with a subspace transmitter as its primary means of communication. This allows it to communicate with other ships and planets within range. Starship transmitters generally have the same features and capabilities as terminals.

In addition to subspace transmitters, some starships also have HoloNet transceivers. Typically, such devices are capable of communicating directly with other HoloNet transceivers within range (usually 2 to 3 parsecs), and via the HoloNet satellite network to locations that are not within direct range. See the HoloNet, below.

Unencrypted starship transmitters can be jammed or tapped. Attempting to jam an unencrypted starship transmitter requires a Computer Use check (DC 20). It's also relatively easy to listen in to conversations on unencrypted starship transmitters. Such tapping requires a Computer Use check (DC 10).

Military-grade and encrypted starship transmitters are more difficult to monitor or disrupt. Attempting to jam an encrypted starship transmitter requires a Computer Use check (DC 25). Attempting to tap one requires a Computer Use check (DC 30).

Com Codes

Every communication device is assigned a unique frequency, or com code. The code is factory set, and already programmed in when the device is purchased.

To contact someone, a being must know or be able to find the target's com code. Com codes are long and complex, so typically they're stored within communications devices. A com code can be downloaded directly from one com unit to another, or from a datapad or computer.

There are two common means of obtaining someone's com code. The first is simply to communicate with that person via comlink; his code is automatically captured in your comlink. The second is to look the code up in a public directory, generally through a terminal. You can then download the code directly from the terminal into your comlink.

Messaging

Most communications devices are constantly functioning, even when they aren't activated. A comlink switched "off," for example, is actually simply set to a standby mode. In that mode, it can store messages. Anyone contacting that com unit gets a message indicating that the owner isn't available, and can leave a message that remains stored within the com unit until retrieved.

To receive a message, of course, the communications device must be in range of the sender (see Local Communications, below). If the com unit is out of range, anyone calling it simply cannot make a connection. As mentioned above (see Terminals), some people set up their terminals to accept messages for their comlinks. In such cases, if the com unit is out of range, the message is instead stored on the terminal.

Pirate Codes

It is possible to change the com code on a communication device like a comlink. Doing so requires a Computer Use check. The DC is 20 for a "borrowed" com code—a code that might actually belong to another person. In general, borrowed codes work just fine, so long as the actual owner is not within the same system. If he is, the com unit has a 50% chance of failing to operate every time it is used.

Programming a "clean" code—a code that does not correspond to any other com link in the galaxy—requires a Computer Use check (DC 30).

Local Communications

When entering a civilized area, such as a relatively large city on a developed planet, transmission boosters and information routers handle most communications. These boosters allow communications from comlinks or terminals to bounce their signals over their network, effectively increasing the range of such communications devices to cover the entire area of the city and usually as far as 50 kilometers beyond its edges.

Additionally, most planets have communications lines that interconnect the major cities and towns, creating a global communications network that can link almost any location to any other. This allows two beings on opposite sides of the planet to communicate with one another via comlink: The communication leaves the comlink at one point, bounces first over the city transmission booster and then across the global network, travels across the destination city's booster, and is routed to the receiver's comlink. This assumes, of course, that both the sender and the receiver are within 50 kilometers of urban areas.

Using a communications network like this is automatic; the user does nothing special, simply activating his comlink as if contacting someone just down the street.

Local communications systems handle huge volumes of communications and data, and must compress the information to carry it all over the network. Jamming a local communications hub requires a Computer Use check (DC 30). Tapping an individual message over a local communications system requires a Computer Use check (DC 35) simply to access the message. If the message originated from an encrypted comlink, the DC increases to 40. (An encrypted communication sent over an urban or planetary network remains encrypted throughout its journey.)





THE HOLONET

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Locator Services

Most planetary communications systems feature locator service. The communications network tracks the location of all comlinks within range of the system, and any user with an appropriate communication device can pinpoint the location of any other comlink on the system.

To use the system, one sends a query for the desired com code. The communications network instantly determines where on the planet the comlink (and presumably its owner) is. If the comlink is outside the range of the communications network, the system indicates that fact along with the comlink's last known location.

A being who values her privacy can block the locator service. Locator queries for a blocked com code simply come back with an "information unavailable" response. Alternatively, a being can allow limited locator service. Locator queries from a list of com codes set by the user (such as those belonging to friends, family, or business partners) are honored, but those originating from any other com code are blocked.

Using a locator service requires a Computer Use check (DC 10). Success provides an accurate coordinate for the comlink in question, so long as the locator service is not blocked.

Interstellar Communications

Moving up to a galactic level, communication between the millions of planets in the galaxy is considerably

more complex than communications on a local level. Comlinks rarely have the range to perform interplanetary communications, and the signal boost required to send information across the stars dilutes a comlink signal to the point of being incomprehensible. As such, only global networks and starships are able to send transmissions to other planets and systems. There are many ways to go about doing so.

The most commonly used method of interstellar communication uses a subspace transceiver. Subspace transceivers can send audio, video, and nonholographic data throughout the galaxy by bouncing their signals off of the various satellites placed both in deep space as well as in inhabited systems. This means that communications are relatively fast at short ranges (within 5 parsecs) but begin to get slower and slower as the distance grows, taking hours or days to travel from remote regions of the galaxy to the Core, and even longer to span the galaxy.

Because the subspace network connects to local communications systems, it is possible to use a comlink on one planet to converse with a person on a nearby planet, so long as the transmission time isn't prohibitive. It's also possible to access the locator service on another planet, to find someone's location.

Most planetary networks connect to subspace transceivers to send communications off planet, as do all starships.

The subspace network operates with compression and encryption even tighter than that used in local

communications systems. Jamming a subspace hub requires a Computer Use check (DC 35). Tapping an individual message over a local communications system requires a Computer Use check (DC 40; DC 45 if the message was encrypted at the source).

The HoloNet

The other method of interstellar communication involves a system known as the HoloNet. The HoloNet is an interconnected group of satellites spread throughout the galaxy that are capable of transmitting holographic data through hyperspace at faster-than-light speed. This allows instantaneous holographic communications between two beings on completely opposite sides of the galaxy. However, from the beginning of the Clone Wars until the signing of the peace accord between the New Republic and the Imperial Remnant, the HoloNet is restricted to governmental and military use.

The HoloNet is a highly secure and closely monitored communications network as well, requiring a Computer Use check (DC 40) to access without a code cylinder or a terminal at a sector hub. A special transceiver is required to access the HoloNet, which can cost thousands of credits and must be maintained due to its delicacy. Though the HoloNet is occasionally used to transmit time-sensitive material in data or simple audio/video form, it is often more economical to use subspace transmissions rather than use up the resources of the HoloNet.

New Equipment

Some of the character archetypes, prestige classes, and organizations in this book make use of specialized equipment in their routine activities. This section covers some new pieces of equipment that players might find useful when making a character based on information given in other chapters of this book.

Weapons and Military Hardware

Many groups use specialized weapons that are both unique and tailored to their needs. Throughout this book, several sections make reference to a unique weapon that belongs in a certain character type's arsenal. Below is a selection of new weapons that help fit a character's combat style into that of his chosen background.

Adumari Blastsword

Cost: 600	Stun/Fort DC: —
Damage: 3d6	Type: Energy
Critical: 19–20	Multifire/Autofire: —
Range Increment: —	Size: Medium-size
Weight: 2.1 kg	Group: Exotic

The Adumari blastsword is the favored weapon of duelists from the backwater world of Adumar. The sword is essentially a standard vibroblade hilt and shaft without the powered components commonly used in vibro weapons. At the end of the blade rests a small metal nozzle which caps a blast tube similar to that found in most blaster weapons. When activated,

the blastsword's tip hums and glows slightly and, upon making contact with a target, discharges a standard blaster bolt. In the words of Wes Janson, "It's like a blaster you have to hit someone with." Since the planet's reintroduction into galactic society, the blastsword has spread in popularity to worlds with great dueling traditions.

AR-1 Blaster Rifle

Cost: 1,300	Stun/Fort DC: 15
Damage: 3d8	Type: Energy
Critical: 20	Multifire/Autofire: M
Range Increment: 40 m	Size: Medium-size
Weight: 4.3 kg	Group: Blaster rifles

The AR-1 is a specially modified blaster rifle used by the Antarian Rangers. Created by Greff-Timms Industrial to fit the needs of the all-purpose paramilitary group, the rifle is both high-powered and boasts quite a long range. The AR-1 has a secondary firing mode for launching flares as well as the standard multifire and stun settings. The blaster rifle also has a barrel-mounted glow rod that can be removed and replaced with a vibro-bayonet (which deals damage as a vibrodagger).

Discblade

Cost: 500*	Stun/Fort DC: —
Damage: 1d8	Type: Slashing
Critical: 20	Multifire/Autofire: —
Range Increment: 20 m	Size: Small
Weight: 1.25 kg	Group: Exotic

*Only Zeison Sha warriors may acquire this weapon legally. Black market versions cost 2,000 credits each.

The chosen weapon of the Zeison Sha (see Chapter Eight: The Force), the discblade is a potentially deadly projectile in the hands of a trained warrior. The discblade is actually a small, metal circle with hand-grips on the top and bottom. Protruding from the sides of the disc are four thin blades, which curve back tightly, the tip of one blade almost touching the front edge of the next. The discblade flies straight when thrown, thanks to the aerodynamics of the weapon. A trained Zeison Sha can use his Force abilities to have the weapon return to his hand after he throws it, catching it at the end of his turn.

Hand Claws

Cost: 400	Stun/Fort DC: —
Damage: 1d6	Type: Slashing
Critical: 20	Multifire/Autofire: —
Range Increment: —	Size: Small
Weight: 1.3 kg	Group: Exotic

Hand claws were originally designed with a nonmartial purpose in mind. First used by the Mistryl Shadow Guard as an aid for climbing (the metal claws dig into duracrete and use barbed tips to maintain a grip), the tools were later adapted for combat during infiltration missions and other situations in which close combat was anticipated. The Mistryl adapted the climbing claws to function as a deadly weapon, more easily wielded than a knife but without the noise and

flash of a blaster pistol. Hand claws provide a +4 equipment bonus on all Climb checks.

Military-Grade Comlink

Cost: 900

Weight: 0.1 kg

A military-grade comlink takes the form of a headset, with the transmitter close to the wearer's mouth and the receiver by the ear, allowing for communications requiring only a whisper and making only enough noise to be heard by the wearer. Each unit has a range of 50 km overland and can reach low orbit. It can send encrypted messages that require a computer and a Computer Use check (DC 35) to decrypt if intercepted.

Targeting Scope

Cost: Varies (see below)

Weight: Varies (see below)

Targeting scopes are similar to macrobinoculars and electrobinoculars in form and function. They allow the user to see over great distances and sometimes enhance what the user sees. A targeting scope can reduce range penalties, but requires great concentration and can make the user vulnerable to attacks.

Scopes are available in several power ratings (see the table below). The scope provides two benefits: a reduction in range penalties when firing the weapon on which the scope is mounted, and a reduction in range penalties for Spot checks made looking through the scope.

When firing a weapon with a scope, divide the distance to the target by the scope's rating before applying a range penalty. For example, when firing a weapon with a rating 3 scope, a target at a range of 60 meters is treated as if it's 20 meters away for purposes of range penalties. A targeting scope does not extend the maximum range of a weapon; it simply reduces range penalties within its maximum range.

When looking through a scope to make a Spot check, reduce the range penalty for the check to -1 for every [4 meters \times the scope's rating], instead of -1 every 4 meters. For example, a targeting scope with a rating of 4 reduces the range penalty to -1 for every 16 meters.

Using a weapon with a scope is a full action that provokes an attack of opportunity. Also, you lose all dodge and Dexterity bonuses to Defense until your next action.

Scopes can also be outfitted with low-light vision, darkvision, or blindsight for an additional cost.

Scope Rating	Cost	Weight
2	200	0.4 kg
3	450	0.9 kg
4	800	1.6 kg
6	1800	3.6 kg
10	5000	10 kg
Low-light vision	+400	+0.5
Darkvision	+1,000	+1.0
Blindsight	+4,000	+2.0

Shock Whip

Cost: 1,200

Damage: 2d6

Critical: 20

Range Increment: —

Weight: 2.3 kg

Stun/Fort DC: —

Type: Energy

Multifire/Autofire: —

Size: Small

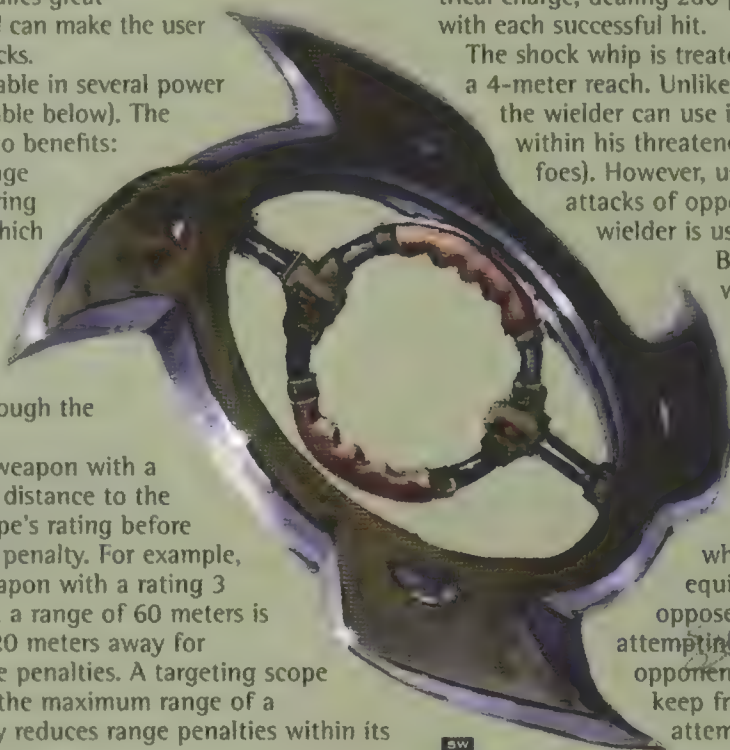
Group: Exotic

The shock whip is a weapon of speed and cruelty. It uses a long, thickly woven metal wire extending from a metal grip like a standard whip. When activated, the power cell floods the metal wire with an intense electrical charge, dealing 2d6 points of electricity damage with each successful hit.

The shock whip is treated as a melee weapon with a 4-meter reach. Unlike other weapons with reach, the wielder can use it against foes anywhere within his threatened area (including adjacent foes). However, using the whip provokes attacks of opportunity, just as if the wielder is using a ranged weapon.

Because the shock whip can wrap around an enemy's leg or other limb, it can be used to make trip attacks. The wielder can drop the shock whip to avoid being tripped during his own trip attempt.

When using the shock whip, the wielder gains a +2 equipment bonus on his opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the attempt fails).



sw

Wan-shen

Cost: Not available for sale

Damage: 2d4+1*

Critical: 20

Range Increment: —

Weight: 4.8 kg

Stun/Fort DC: —

Type: Slashing

Multifire/Autofire: —

Size: Large

Group: Exotic

*Assumes the wan-shen is a mastercraft (+1) item. A mastercraft (+2) wan-shen deals 2d4+2 points of damage; a mastercraft (+3) wan-shen deals 2d4+3 points of damage.

A tall polearm with a single-edged blade on one end, the wan-shen is the chosen weapon of the Matukai adepts (see Chapter Eight: The Force), who use it as their external focus for the Force. It can be wielded like a quarterstaff, and a proficient Matukai can whip the weapon around his body, using himself as the central axis for a whirlwind of metal and blade. The weapon is constructed of a hard but light-weight metal, and the blade at the tip is forged and molded with the aid of the Force, making it exceptionally hard. All wan-shen are considered mastercraft weapons (see Mastercraft Items in Chapter Seven of the *Star Wars Roleplaying Game*). Each Matukai warrior's wan-shen is different, with patterns and artwork etched into the blade to represent something significant to the individual warrior. Additionally, most wan-shen are designed to break down into smaller parts to allow for stowage and easy carrying; assembling or disassembling a wan-shen is a full-round action.



Zenji Needle

Cost: 50

Damage: 1d4

Critical: 19–20

Range Increment: 4 m

Weight: 0.1 kg

Stun/Fort DC: —

Type: Piercing

Multifire/Autofire: —

Size: Tiny

Group: Exotic

The zenji needle is a thin lacquered needle roughly the length of a Human hand that can be hurled with incredible speed and is capable of piercing even stormtrooper armor when thrown with enough strength. The zenji needle is often disguised as a decoration worn by Human females in their hair, effectively appearing as a part of her attire rather than a deadly weapon.

Computers

Computers in the *Star Wars* universe do essentially what datapads do—only better. The drawback, of course, is that they are less portable, but this is more than compensated for by the fact that they have considerably more processing power and can tap into various electronic networks, including the supposedly secure HoloNet.

A character's options for a computer fall into one of three categories: the dedicated terminal (and associated mainframe), the private computer, or the handheld computer.

Dedicated Terminal

Cost: 400

Weight: 4.5 kg

This is the most common kind of computer device in the *Star Wars* universe. Dedicated terminals appear in business offices, industrial workstations, and military installations throughout the galaxy. A dedicated terminal is connected to a mainframe computer, usually somewhere in the same building or facility.

The terminal can be loaded with as many as 5 datacards simultaneously (see the datapad description in the *Star Wars Roleplaying Game*).

A dedicated terminal has no processing power of its own; without a mainframe, it is useless as a computer, being little more than a monitor with a control interface. It can be used to read datacards, but not to process or add data to them.

The price and weight of a dedicated terminal reflect its statistics without the mainframe.

Mainframe

Cost: Varies (see below)

Weight: Varies (see below)

Mainframes are data processing and information storage computers—the brains of a multi-user computer network. Mainframes are functionally no different from private computers (below), with the major exception being that they are capable of supporting multiple users simultaneously. Nearly every large facility hosts at least one mainframe computer, gaining access via a login name and individual passcode.

The common mainframe (such as found at public facilities and aboard space transports) has the minimum level of security (see the Computer Use skill description in the *Star Wars Roleplaying Game*). Businesses tend to have at least average-level security, unless they consider their information and transactions highly confidential (such as with research and legal firms, banks, and businesses with government contracts). Military mainframes have exceptional security, and covert organizations almost always have maximum security.

A mainframe can be used to accomplish any of the functions listed under the Computer Use skill, in addition to providing the user with a +4 equipment bonus on Intelligence checks relating to calculations, or on Computer Use checks involving information downloads.

A mastercrafted +1 mainframe increases the equipment bonus on Intelligence checks relating to calculations, or on Computer Use checks involving information downloads, to +5 for all of its users. The mastercrafted +2 version increases the equipment bonus to +6.

Item	Cost	Weight
Mainframe	8,500	10 kg
Mastercraft +1	17,000	18 kg
Mastercraft +2	34,000	45 kg

Private Computer

Cost: Varies (see below)

Weight: Varies (see below)

The household standard, nearly every home has one private computer (at least, in the more civilized areas of the galaxy), and some families have one private computer per family member. Private computers, such as datapads, can serve as notebooks, day planners, calculators, and sketchpads, but their processing power far exceeds the average datapad's. A private computer can be used to accomplish any of the functions listed under the Computer Use skill, in addition to providing the user with a +4 equipment bonus on Intelligence checks relating to calculations, or on Computer Use checks involving information downloads. They can also be loaded with as many as 5 datacards simultaneously (see the datapad description in the *Star Wars Roleplaying Game*).

Private computers can also be used to access public information networks, or even, if the user is talented enough, to slice into the HoloNet or other ostensibly secure networks.

A mastercrafted +1 private computer increases the equipment bonus on Intelligence checks relating to calculations, or on Computer Use checks involving information downloads, to +5 for all of its users. The mastercrafted +2 version increases the equipment bonus to +6.

Item	Cost	Weight
Private computer	1,200	5.5 kg
Mastercraft +1	2,400	5.5 kg
Mastercraft +2	4,800	5.8 kg

Handheld Computer

Cost: Varies (see below)

Weight: Varies (see below)

These are functionally the same as private computers, except for their relatively small size and low weight—which make them a favorite of outlaw slicers everywhere.

Item	Cost	Weight
Handheld computer	1,500	3.3 kg
Mastercraft +1	3,000	3.1 kg
Mastercraft +2	6,000	3 kg

Cybernetics

Prosthetic replacements in the *Star Wars* universe frequently take the form of mechanical simulations powered by tiny high-capacity battery packs and motivated by the recipient's bioelectrical impulses. In effect, someone who loses a limb or an extremity can have an electronic replacement that acts (and in some cases, looks) just like the original.

In *Star Wars*, cybernetic replacements are unusual, but not extremely rare. Luke Skywalker gains a cybernetic replacement for his right hand, lost in battle against Darth Vader—who in turn, had much of his own body replaced with cybernetics years before. On Cloud City, Lando Calrissian's administrative assistant, Lobot, had a sophisticated computer system attached to his head, with a direct neural interface.

Cybernetics take two forms: prosthetics, as with Luke and Vader, and augmentations, as with Lobot. Prosthetics are far more common, and in most cases less physiologically problematic for the recipient. They merely replace what was lost, and thus, present less of a drain on the subject. Augmentations, however, are additions rather than replacements, and thus put more of a drain on the body's resources. Recipients of augmentations frequently suffer physical or mental side effects, which can increase in severity if more augmentations are added. Only mental functions can be augmented; new physical capacities (such as extra limbs or eyes) cannot be granted through augmentation.

Because cybernetics can have negative side effects, their use is not universal. Most people simply use mundane equipment, which is generally cheaper, safer, and less troublesome to repair, replace, or upgrade. Cybernetics are generally only the preferred choice when mundane equipment is impractical or unavailable—or, sadly, when the recipient has an unwholesome fixation on self-improvement. (See Elective Cybernetic Surgery, below.)

Cybernetic Technology

Cybernetics of both types work much the same as droid components. Just as a droid component acts according to signals from its processor, a cyborg component responds to bio-electrical signals from the brain—the same signals normally sent to muscles and other body parts. These signals are carried along the subject's nerves to the part that does the actual work: in the case of ordinary people, the muscle tissue, and in the case of cybernetics, the machine.

Because that bio-electrical impulse is so minute, however, it does not carry the necessary power to actually perform the operation of the cybernetic component—not the same way that it can make a muscle relax or contract. Instead, when the cybernetic part receives instructions, it draws the power to carry out the operation from onboard power cells. These power cells must be replaced every so often, which is why nearly all cybernetic components include a small



access hatch, located in an inconspicuous area, that allows the subject (or a qualified technician) to perform such routine maintenance.

Cybernetics are available to nearly every citizen of the galaxy. Most medical plans, at least in technologically modern societies, offer at least baseline prosthetics to compensate for disabling injuries, such as the loss or partial loss of a limb. Building upon this technology, though, independent cybernetics clinics offer nonreplacement enhancements—cybernetic augmentations—that perform a variety of functions. Through elective cybernetic surgery, a person can receive what amount to additional organs or limbs, which allow the subject to perform various mundane tasks “hands-free.” Certain exotic augmentations allow the subject to perform extraordinary feats virtually at will. However, the more complex the augmentation, the greater the chance that the subject’s body will reject the cybernetics, or at the very least, generate an unwanted side effect.

Limitations of Cybernetics

Living beings are not built to accommodate radical variations in power level between body parts. The upper limit of physical strength and agility takes into account the body’s overall structure—not just how mighty the arms are, or how nimble the legs can be. Thus, while some expensive, high-end components can offer improvements on the original body parts, in general these improvements are not radical. Most baseline prosthetics offer no improvements, but

simply deliver the same performance as the original body part. A character with a 16 Strength before losing a limb has a 16 Strength when the limb is replaced with a baseline prosthetic. With a more expensive model, the character might gain a bonus on some sorts of Strength checks.

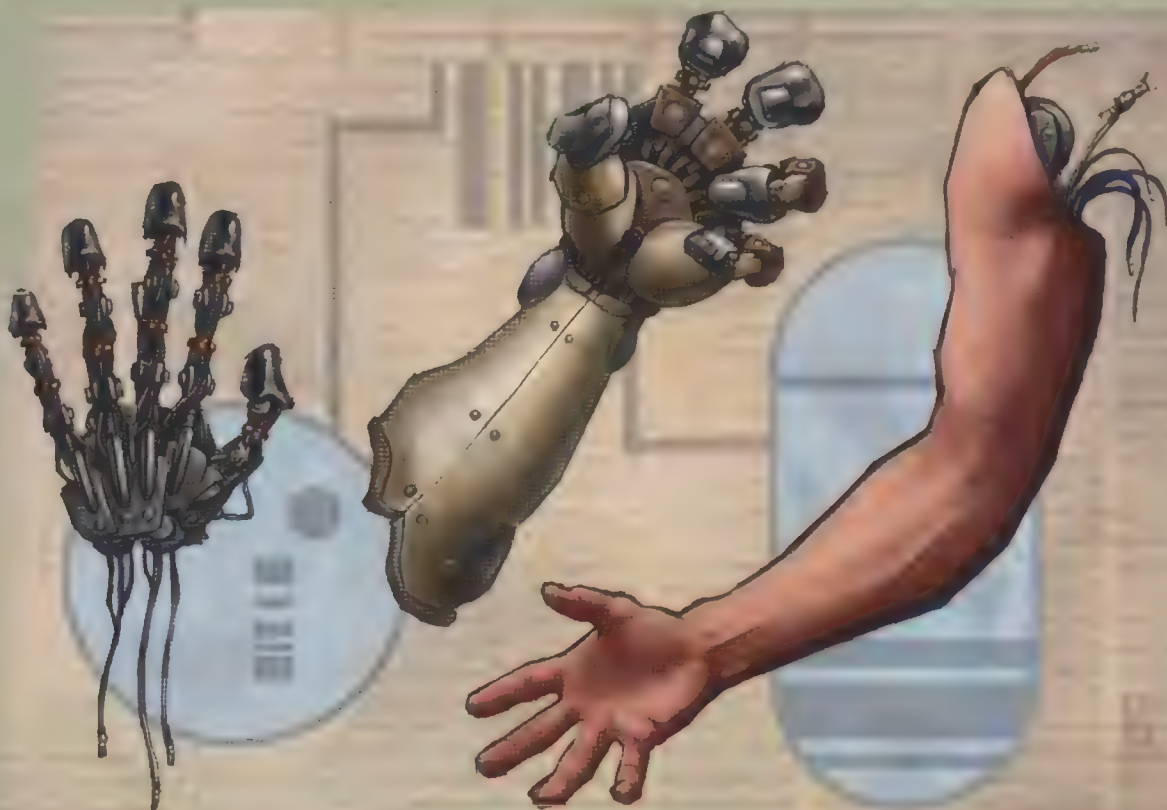
Disabling Injuries

The standard damage system used in the *Star Wars Roleplaying Game* never results in lost limbs or body parts. Since cyborg components are generally fitted as replacements to such losses, new rules are needed to account for them. These rules are optional; if preferred, the GM and player can simply agree that a particular wound is severe enough to result in the lost body part. (This is usually appropriate only when the player has expressed an interest in cyborg replacements.)

Lost Limbs

A critical hit may result in a lost body part. Any time a confirming attack roll also comes up with a result in the weapon’s threat range, the victim suffers a severed or destroyed limb. (See Disabled in Chapter Eight of the *Star Wars Roleplaying Game*.) For example, a lightsaber threatens a critical hit on a result of 19–20. If the attacker rolls a natural 20 on his attack roll, threatening a crit. He then rolls a natural 19 on the confirmation roll. The target loses a body part.

To determine which limb is lost, roll on the following table. If you do not have the type of limb



CYBERNETIC LIMBS

indicated, roll again. If you have more than one of that type of limb, roll randomly to determine which limb is affected. For example, a Human has only one primary arm and one off-hand arm. A Morseerian, on the other hand, has four arms—one primary and three off-hand. If a Morseerian suffers a lost off-hand arm, roll randomly to determine which arm was lost.

Table 6-2: Disabled Limb

1d20 Roll	Limb Affected
1–8	Primary arm
9–14	Off-hand arm
15–20	Leg

Once the affected limb is known, roll on the following table to determine the point at which the limb is severed (which determines the kind of prosthetic necessary to replace the limb), adding +1 to the roll for every five points of damage dealt by the attack.

Table 6-3: Limb Sever Points

1d20 Roll	Arm	Leg
1–15	Wrist	Ankle
16–20	Elbow	Knee
21+	Shoulder	Hip

Lost Cyborged Limbs

What happens when an attack results in a disabling injury to a limb that has already been replaced? Determine the affected limb and the point at which it was severed using Table 6-2 and Table 6-3, respectively. If the damage is more extensive than the original replacement (say, an arm severed at the shoulder, instead of at the elbow), treat the damage normally.

If, however, the damage is only as extensive as the previous injury (in other words, only the cybernetic portion of the limb is severed), special rules apply. The damage affects the character normally, but it will not heal naturally and cannot be affected by the skills Treat Injury, Heal Another, or Heal Self, or by medical equipment such as medpacs. The damage can only be repaired using the Repair skill (DC 10 + damage dealt), or by replacing the cyborg prosthetic as if installing it from scratch.

Installing Cybernetics

The surgeon who attempts to install cybernetic equipment on a subject must possess the Cybernetic Surgery feat (see Chapter Three: Skills and Feats). The surgeon must have the proper surgical tools available. She can take 10 to perform this procedure, but she cannot take 20. Also, because of the concentration required for this type of procedure, a surgeon cannot perform cybernetic surgery under combat conditions.

Obviously, a crucial piece of cybernetic surgery is the prosthesis itself. The baseline models (the ones that look like droid parts) may be purchased and installed “off the rack.” More advanced models (with additional functions, or more natural-looking

appearances) cost more and may take more time to create if a custom order is called for. A model completely indistinguishable from the subject’s natural body parts requires a custom fitting, as well as the use of the Craft (cybernetics) skill.

Once the prosthetic is prepared, the surgery to install it requires 2 hours per component. (The DC varies according to the type of component.) For example, installing a cybernetic arm requires 2 hours, while installing a pair of cybernetic eyes requires 4 hours, or 2 hours per eye.

The GM should make the Treat Injury check in secret. If the Treat Injury check to install the cybernetic prosthetic succeeds, the cybernetics work as intended. If the check fails, the replacement fails to perform correctly, resulting in a side effect (see the component descriptions for specific side effects). If the check fails by 10 or more, the subject’s body rejects the cybernetic replacement, perhaps with catastrophic results to the subject, as detailed below.

Side effects and cybernetic rejection are not immediately apparent. They only manifest when the character uses the component in a situation where failure carries with it some kind of penalty (such as in combat), unless the description of the side effect indicates otherwise.

Side effects and cybernetic rejection can be corrected with further surgery. The DC and time required for the surgery are identical to the original surgery to install the component.

Cybernetic Rejection

When a Treat Injury check to install cybernetics fails by 10 or more, the recipient’s body balks at accommodating the new equipment. In addition to suffering the listed side effect, the character must attempt a Fortitude save whenever using the cybernetic equipment, with the DC equaling the Treat Injury DC to install the component. If this save fails, the character suffers 1d4 points of Constitution damage. If the character fails the save by 10 or more, he is also knocked unconscious for 2d10 minutes. Unlike ordinary ability damage, this damage cannot be recovered, treated (using Treat Injury), or healed (using Heal Another or Heal Self) until the cybernetic component is removed.

After the component is removed, the surgery can be attempted again, to install the same or a different component. In essence, this process of removing and reattaching the component attempts to correct the mistakes made on the previous try.

Elective Cybernetic Surgery

While voluntarily having limbs removed to replace them with improved cybernetic versions is not a blatantly evil act, it is usually an act of unreasoning pride—and such extreme pride can lead to the dark side. The GM may award a Dark Side Point to any character who voluntarily removes perfectly functioning body parts (such as limbs or eyes) in favor of “better” versions. (In some societies, however—such as the Techno Union—this is a



completely reasonable and socially acceptable practice. The GM may take that into consideration as well.)

Cybernetics and Ion Weapons

Because characters with cybernetics have electronic components connected directly to their nervous systems, they are susceptible to ion energy in much the same way that droids are. Thus, an ion gun on full power can destroy a cybernetic component, rendering it useless, while the bio-feedback generated by an ion gun on stun setting can knock the character out. Ion-shielded components (see below) can negate this effect.

Ion Shielding

Because cybernetics leave living beings just as vulnerable to ion weapons as droids are, cybernetic components can be upgraded to include in-line surge suppressors that reduce the effects of ion weapons somewhat.

A subject with ion shielded cybernetic components gains DR 15 against ion weapons and a +4 equipment bonus on Fortitude saves against the stun effect of ion weapons.

Ion shielding increases the cost of a cybernetic component by 25% and increases the install DC by +5.

Ion shielding only works if every cybernetic component is ion shielded. If a character has any cybernetic component that is not shielded, the shielding of other components has no effect.

Cybernetics and the Force

Because the Force is present in all living things, but not in machines, living beings with cybernetic components suffer from a kind of blockage when calling upon the Force. Each cybernetic component on the character's body results in a -2 penalty on Force dice results. Thus, a soldier with four cybernetic implants suffers a -8 penalty on the Force dice he rolls when he spends a Force Point. This penalty can never reduce the result to less than 1.

Cybernetic Equipment

The following pages cover the basic list of equipment that may be installed in characters. The equipment is described in more detail in the following pages. Each entry follows this format:

Equipment Name: A general description of the item.

Effect: What the cybernetic equipment does for the recipient. Some components simply replace body parts, offering identical functionality with no special

features (such as a cybernetic leg that simply functions like the user's old leg); these are noted "no special effect."

Install DC: The Treat Injury DC to install the equipment; also, the Fortitude save DC if the recipient's body rejects the equipment.

Common Side Effects: The effects of improperly installed equipment.

DR/Wounds: The damage reduction and wound points of the equipment. These only come into play when an attack directly targets the component.

Price: The price of the equipment (in credits), followed by the price of the surgery to install it (if a GM character surgeon must be hired).

Prosthetic Limb

A prosthetic limb replaces a lost arm or leg. A variety of types are available, many with features beyond those of the original body part (see Table 6-4: Prosthetic Limbs).

The type of prosthetic must match the limb or partial limb lost—for example, an arm severed at the wrist must be replaced with a hand (as opposed to a forearm).

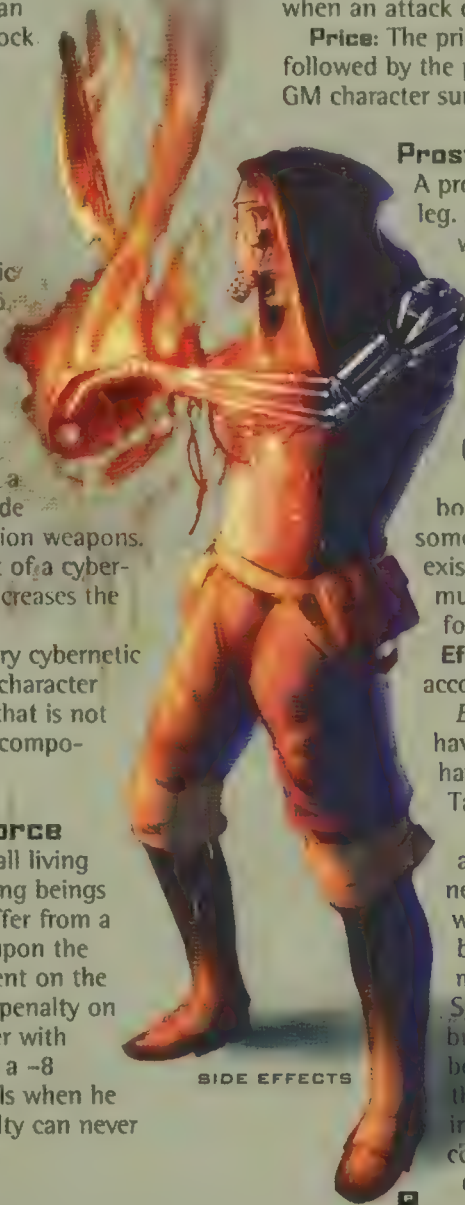
Cybernetic limbs can only replace body parts that have been removed in some fashion. The technology does not exist to graft on the necessary new muscles or extend the necessary nerves for an additional limb.

Effect: The prosthetic's effect varies according to type.

Baseline: Baseline prosthetic limbs have no special effect. Other variants have different advantages, as shown on Table 6-4: Prosthetic Limbs.

Since the actual process of powering and controlling cybernetic components is not terribly dissimilar to the way droid components function, the baseline model cybernetic prosthetic more or less resembles part of a droid. Such parts are not pretty to look at but have the redeeming feature of being affordable. The price goes up as the capability of the prosthetic increases: a stronger arm or leg costs correspondingly more.

Custom Duplicate: Custom duplicate prosthetics are designed to exactly mimic the appearance of natural flesh—and what's more, to carry nerve impulses from the flesh to the subject's brain. They employ a sophisticated sensor network within an artificial skin that allows the subject to experience tactile sensations: pain, pleasure, heat, cold, and so on. A distinct advantage such top-of-the-line models have over actual flesh is that if the prosthesis experiences catastrophic damage—such



SIDE EFFECTS

Table 6-4: Prosthetic Limbs

Item	Effect	DC to Install	Common Side Effects	DR/Wounds	Price*
Baseline Hand	No special effect	10	Trembling: -2 Dexterity with hand	1/6	1,000 (3,000)
Baseline Forearm	No special effect	8	Trembling: -2 Dexterity with hand	1/9	1,500 (4,500)
Baseline Arm	No special effect	8	Trembling: -2 Dexterity with arm	1/12	2,000 (6,000)
Baseline Foot	No special effect	5	Limp: -2 meter base speed	1/10	800 (2,400)
Baseline Knee	No special effect	5	Limp: -2 meters base speed	1/12	1,200 (3,600)
Baseline Leg	No special effect	8	Limp: $\times 3/4$ base speed	1/15	1,500 (4,500)
Baseline Legs Package	+2 meters base speed	+5	Joint Damage: 2d4 damage per use	n/a	4,000 (12,000)
Improved Hand (Str)	+1 on Str-based checks	15	Trembling: -4 Dexterity with hand	2/9	2,000 (6,000)
Improved Hand (Dex)	+1 on Dex-based checks	15	Weakness: -4 Strength with hand	2/8	2,000 (6,000)
Improved Forearm	+1 on Str-based checks	13	Trembling: -4 Dexterity with hand	2/12	3,000 (9,000)
Improved Arm	+1 on Str-based checks	13	Trembling: -4 Dexterity with arm	2/15	4,000 (12,000)
Improved Knee	+1 on Str-based checks	10	Limp: $\times 3/4$ base speed	2/15	1,500 (4,500)
Improved Leg	+1 on Str-based checks	13	Limp: $\times 1/2$ base speed	2/18	3,000 (9,000)
Improved Legs Package	+4 meters base speed	+8	Joint damage: 3d4 damage per use	n/a	9,000 (27,000)
Advanced Hand (Str)	+2 on Str-based checks	20	Trembling: -6 Dexterity with hand	3/12	5,000 (15,000)
Advanced Hand (Dex)	+2 on Dex-based checks	20	Weakness: -6 Strength with hand	3/10	5,000 (15,000)
Advanced Forearm	+2 on Str-based checks	18	Trembling: -6 Dexterity with hand	3/15	7,500 (22,500)
Advanced Arm	+2 on Str-based checks	18	Trembling: -6 Dexterity with hand	3/18	10,000 (30,000)
Advanced Knee	+2 on Str-based checks	15	Limp: $\times 1/4$ base speed	3/18	4,000 (12,000)
Advanced Leg	+2 on Str-based checks	18	Limp: $\times 1/4$ base speed	3/20	6,500 (19,500)
Advanced Legs Package	+6 meters base speed	+10	Joint damage: 4d4 damage per use	n/a	18,000 (54,000)
Custom Duplicate	Indistinguishable from original body part	+10	Deterioration: -4 Charisma	2/varies	Cost $\times 1.5$

as being partially crushed, or worse—the neural path is designed to disconnect. Thus, the subject does not experience the excruciating pain that would result from damage to actual nerves.

Improved and Advanced: An improved or advanced limb offers an equipment bonus on Strength or Dexterity ability checks and Strength- or Dexterity-based skills. The bonus only applies to activities that primarily make use of the cybernetic portion of the limb. For example, a Dexterity bonus from a cybernetic hand might apply to Sleight of Hand checks, but not to Tumble checks.

A cybernetic limb includes the full components (that is, an arm comes with a forearm and hand), and these are not interchangeable with other cybernetic limbs. Thus, a +4 Strength cybernetic arm could not have a +4 Dexterity cybernetic hand attached.

Leg Packages: Leg packages factor in the cost of two legs of the appropriate quality, along with the accompanying increase in leg strength. These costs also assume a bipedal individual. For species with more than two legs, the cost increases by the base leg cost, but the effect only applies if all of the character's legs are replaced.

Install DC: See Table 6-4.

Common Side Effects: See Table 6-4.

DR/Wounds: See Table 6-4.

Price: See Table 6-4. The cost of paying someone to surgically install the prosthetic limb is given in parentheses.

Cybernetic Eye

A cybernetic eye replaces a lost eye. A character can have multiple cybernetic eyes, up to the number his species naturally has (two for most creatures).

Different cybernetic eyes can have different effects, allowing a character to enjoy the benefit of, for example, flare suppression and an IR sensor.

Effect: The cybernetic eye's effect varies according to type.

Baseline: The baseline model cybernetic eye is clearly an artificial device, looking much like a metallic droid sensor fitted over the eye socket. Baseline cybernetic eyes have no special effect. Other variants provide unique advantages, as shown on Table 6-5: Cybernetic Eyes.

Flare Suppressor: Blinding effects produced by bright lights have no effect on the character.

IR Sensor: The subject can detect heat patterns. He gains the darkvision ability to a range of 30 meters.

Optical Enhancer: One of the character's eyes is equipped with a suite of electronic filters and receptors, increasing the subject's ability to pick out visual details. The subject gains a +3 equipment bonus on Search checks.

Targeting Eye: The character's cybernetic eye is equipped with a targeting reticule, for use with ranged weapons. The subject gains a +1 attack bonus with ranged weapons.

Telescopic Eye: A telescopic eye reduces the range penalty for Spot checks to -1 for every 10 meters of distance (instead of -1 for every 4 meters). Because telescopic eyes physically alter their configuration to provide an extended visual range, custom duplicate versions are not available.

Install DC: See Table 6-5.

Common Side Effects: See Table 6-5.

DR/Wounds: See Table 6-5.



TELESCOPIC EYE

Price: See Table 6-5. The cost of paying someone to surgically install the cybernetic eye is given in parentheses.

BioTech Borg Construct AJ^6

With this augmentation, a character can remotely access computer systems in a hands-free mode, enabling the character to undertake other actions simultaneously.

Effect: The subject may attempt Computer Use checks as a move action, rather than a full-round action. Additionally, a short-range data comlink built into the borg construct allows the subject to access

computers connected to comlinks from a distance of up to 10 meters away.

The standard borg construct incorporates a top-of-the-line Biotech digital data computer. This computer is not connected to the HoloNet or other computer systems, and therefore cannot be used on its own to conduct complex searches, alter programs on other computers, break computer security, operate remotes, or use ship systems.

When the subject uses an external computer, however, the borg construct provides a +5 equipment bonus on Computer Use checks to conduct complex searches. It also reduces the time required to operate remotes by one-half.

A datacard port in the back of the unit allows for the insertion of a standard datacard (see Chapter Seven of the *Star Wars Roleplaying Game*). Models with additional datacard slots cost an additional 500 credits per each extra slot, to a maximum of four additional slots at 2,000 credits.

Install DC: 30

Common Side Effect: Psychosis. The character begins to think more like the computer and becomes less able to relate to other people. The character immediately suffers 1d4 points of Charisma damage. The character loses an additional 1d4 points of Charisma whenever he advances a level. This damage cannot be recovered until the cybernetic component is removed.

Commonly observable symptoms of the character's reduced Charisma include withdrawal and a marked lack of concern for the welfare of others.

DR/Wounds: 1/5

Price: 80,000 credits (surgery: 70,000 credits).

BioTech Superstruct Skeletal Reinforcement

Using medical technology developed for sufferers of degenerative bone disorders, the subject has his skeleton augmented with high-impact polymers, increasing his ability to shrug off physical damage.

Effect: The subject gains DR 4 against bludgeoning, piercing, and slashing damage.

Install DC: 25

Table 6-5: Cybernetic Eyes

Item	Effect	DC to Install	Common Side Effects	DR/Wounds	Price
Baseline Eye	No special effect	10	Alignment error: -1 on Spot and Search checks	1/6	250 (1,900)
Flare Suppressor	Can't be blinded by bright lights	12	Sync error: -1 on all attack rolls	0/3	400 (3,000)
IR Sensor	Darkvision to 30 meters	10	Heat blindness: blinded by nearby heat sources	0/3	300 (2,250)
Optical Enhancer	+3 to Search checks	12	Video engraving: -4 on Spot checks	0/3	450 (3,400)
Targeting Eye	+1 on ranged attack rolls	12	Tracking error: -2 on ranged attack rolls	0/3	500 (3,750)
Telescopic Eye	Reduced Spot range penalties	10	Astigmatism: -2 on Spot and Search checks	0/3	500 (3,750)
Custom Duplicate	Indistinguishable from original eye	+10	Deterioration: -4 Charisma	2/varies	Cost x 2

Common Side Effect: Muscle fatigue. Because the skeletal reinforcements must be integrated with the subject's tendons and ligaments, an oversight can result in chronic muscle fatigue as muscles overextend and pull free of the reinforced bones. The subject suffers 1d4 points of Strength damage. This damage cannot be recovered until the cybernetic component is removed.

DR/Wounds: 4/36

Price: 10,000 credits (surgery: 50,000 credits).

Neuro-Saav Hifold Sensory Package

This augmentation provides a slight improvement in the character's sight and hearing. Because it is wired directly to the auditory and optical nerve endings, some subjects experience intense vertigo.

Effect: The subject gains a +2 equipment bonus on Listen and Spot checks.

Install DC: 12 (DC 22 for custom duplicate version)

Common Side Effect: Vertigo. The character suffers a -4 penalty on Balance, Climb, and Tumble checks.

DR/Wounds: 0/4

Price: 400 credits, or 800 credits for custom duplicate version (surgery: 3,000 credits).

Subcutaneous Comlink

The character has a small transceiver installed underneath the skin of her throat and connected to a tiny speaker located in her ear. Most subcutaneous comlinks are used in espionage and security applications, and for high-priority assignments, the comlink is encrypted.

Effect: The subject may carry on conversations via comlink without raising her voice above a whisper. This provides a -4 penalty on Listen checks to hear the subject's side of the conversation. A tiny speaker, implanted in the subject's ear, ensures that the character can hear the other side of the conversation, but others cannot.

This subcutaneous transceiver is limited by the subject's inability to change frequencies without removing the comlink. Doing so deals 1 point of wound damage to the subject.

Install DC: 12

Common Side Effect: Static Distortion. The subject hears a constant static hiss from bio-electric interference, resulting in a -4 penalty on Listen checks.

DR/Wounds: 0/2

Price: 400 credits, or 4,000 credits for encrypted version (surgery: 3,000 credits).

Tremor Sensor

The character's foot contains a sensor that picks up sonic vibrations, allowing the character to detect approaching foes even when they can't be seen.

Effect: The subject can sense the presence of anything within 20 meters that is moving in contact with the ground. With a successful Listen check (opposed by the target's Move Silently check), the subject can also determine the precise location of the

target. The subject must activate the tremor sensor (as a full-round action) and remain motionless for the duration of the effect to use this ability.

Install DC: 15

Common Side Effect: Nausea. The tremor sensor picks up a constant rumble of everyday activity and sends the signal to the subject's brain, resulting in a near-constant queasiness. Treat the character as fatigued at all times (-2 penalty to Strength and Dexterity; can't run or charge).

DR/Wounds: 1/5

Price: 400 credits (surgery: 3,750 credits).

Weapon Mount

For the cybernetics enthusiast who just doesn't care how odd he looks: a socket designed to hold a weapon instead of an artificial hand. The most popular versions sport vibrodaggers or blaster pistols.

Effect: The character's arm ends in a socket, on which any of a range of specially modified weapons can be mounted.

A mounted weapon functions as normal (including needing a power pack or energy cell, as appropriate), being triggered or activated just as though it were held in the subject's hand. One-handed weapons mounted on the character in this fashion are treated as light weapons for purposes of determining two-weapon fighting penalties.

Standard weapons cannot be mounted in the cybernetic socket. The socket only accepts special custom weapons. Any type of weapon that requires only one hand to operate can be obtained as a custom cybernetic socket weapon at a cost equal to twice the normal cost of the weapon. Weapons designed for use in cybernetic sockets cause a -4 penalty on attacks when used normally (by beings with normal hands).

Installing or removing a weapon is a move action.

This same technology can be applied to installing a tool mount, at half the price.

Install DC: 10

Common Side Effect: Power failure. The weapon fails to operate consistently. Every time a weapon is fired (or every round, if the weapon uses a constant power flow, such as a lightsaber or vibroweapon), the character must roll 1d6. On a 1, 2, or 3, the weapon fails to fire or shuts off (requiring a move action to reactivate it, regardless of the usual activation time).

DR/Wounds: 2/8 (this only applies to the weapon mount—not the weapon)

Price: 50 credits plus the cost of the weapon (surgery: 2,500 credits).



CHAPTER SEVEN

COMBAT | 7



Combat in the *Star Wars Roleplaying Game* is designed to handle most situations that crop up in conflict encounters. But players are known for coming up with interesting strategies involving creative uses of their characters' skills and abilities, nonstandard applications of their equipment, and simple devious ingenuity. Furthermore, playing groups might want combat to be just a little more gritty and realistic, or to have more of a tactical feel.

This section endeavors to provide enough additional rules to cover the kinds of questions and situations that pop up regularly—and hopefully, an idea or two you hadn't thought of yourself.

New Combat Actions

Continued conflicts throughout the galaxy have ensured that martial training has never gone out of style. Beyond the basic combat training, however, many soldiers and commanders have developed new combat tactics and maneuvers that have become a vital part of warfare. Additionally, many of these tactics have bled over into conventional knowledge and are frequently applied in firefights and melees outside of conventional warfare.

This section deals with combat tactics not specifically covered in the *Star Wars Roleplaying Game*. GMs and players should discuss the ramifications of these additional rules before using them in play.

Aiming

As a full-round action, you can try to zero in on a target using a ranged weapon. The weapon must not be a thrown weapon. Aiming can deny a target its Dexterity bonus to Defense and reduce range penalties. You cannot aim with a thrown weapon.

To aim, make a ranged touch attack against the target. (This touch attack is not an actual attack and causes no damage; it simply establishes the aim.) Aiming provokes attacks of opportunity and causes you to lose all Dodge and Dexterity bonuses to Defense for one round. It is a full-round action.

If the touch attack is successful, the target is denied its Dexterity bonus to Defense for your next single attack with the weapon with which you aimed. If the target moves more than 2 meters between the time you make the ranged touch attack and your next single attack, he regains his Dexterity bonus and you gain no benefit from aiming.

A target with the uncanny dodge class ability retains its Dexterity bonus to Defense, as if struck by a hidden attacker. In other words, even the best-aimed shot won't deprive a 4th-level scout of her Dexterity bonus to Defense.

The following modifiers apply only to an attack that follows a successful aim action:

Position: A lower center of gravity both stabilizes the weapon and reduces recoil. Kneeling decreases the range penalty on the attack by 1. Lying prone decreases the range penalty by 2. For instance, lying prone reduces a -4 range penalty to -2.

Mounted weapons, primitive weapons, and thrown weapons cannot gain a benefit from position. The benefit of position stacks with that of support, below.

Support: Support holds the weapon steady, reducing variations from minute muscle movements. Improvised support (a vehicle, crate, tree, or wall) decreases the range penalty on the attack by 1. A fixed support (a bipod, tripod, or weapon mount) decreases the range penalty by 2. Preparing support is a move action provokes attacks of opportunity.

Mounted weapons, primitive weapons, and thrown weapons cannot gain a benefit from position. The benefit of position stacks with that of position, above.

Suppression Fire

A standard tactic when facing off against an enemy that has taken refuge behind impervious cover is to use suppression fire to force him to keep his head down and reduce the accuracy of his aim. A character on the receiving end of suppression fire has less time to peek out from behind the safety of cover, and as a result must take shots before getting a chance to target them properly.

The suppression fire action can only be performed with a ranged weapon that has multifire or autofire capability. To lay down suppression fire, a character must target a 4-meter-by-4-meter area and make an attack roll against a Defense of 10 (modified by the range increment penalty for the area he is firing on).

If the attack roll succeeds, the character now threatens the targeted area, just as if he threatened that area with a melee weapon, and may make attacks of opportunity into the targeted area with his ranged weapon. In addition, actions that normally provoke attacks of opportunity (see Table 8-2: Actions in Combat in the *Star Wars Roleplaying Game*), any melee or ranged attacks made within the targeted area also provoke attacks of opportunity from the suppressing character.

Using suppression fire is a full-round action that provokes an attack of opportunity.

Combined Suppression Fire: Multiple characters may combine fire to better suppress an enemy location. They can suppress adjacent areas (to increase the area covered), or overlap their areas of suppression. When an attack of opportunity is provoked in an area being suppressed by more than one character, each suppressing character may make an attack of opportunity. The penalties imposed by multiple suppressors do not stack, however; a suppressed character suffers only a -1 penalty on attack rolls no matter how many opponents are suppressing him.

Pulling a Blow

When engaged in melee combat, some characters find the need to occasionally reduce the damage they deal with a weapon. This could be because an opponent is needed for questioning, needed alive as part of a bounty, or, in the case of the Jedi, killing the target could be the first step on the path to the dark side. Especially in the case of those who deal massive damage with their weapons, the ability to "pull" a blow and deal less damage can be valuable.

When using a melee weapon, a character may opt to pull a blow. Doing so imposes a -4 penalty on the attack. The attacker can choose to deal only vitality damage or deal damage normally, but only deal half damage.



HOW MANY SHOTS CAN I TAKE?

Probably the single most-asked question revolving around *Star Wars* combat begins with: "If I have a blaster pistol in either hand, and I have the feat Rapid Shot. . . ." With the many feats and abilities that allow multiple attacks, it's easy to get confused about how many attacks a character can make.

One easily overlooked point concerns the Rapid Shot feat and multifire attack option. Each allows one additional attack when used as part of a full attack. That's one additional attack per round, not per weapon. Thus, even if you use two weapons, the multifire attack option only lets you make one extra attack. If you have the Rapid Shot feat, that also gives you a single additional attack (even if you have two weapons).

For example, take a 6th-level Human soldier who carries two blaster pistols. He has the Rapid Shot, Two-Weapon Fighting, and Ambidexterity feats, and has a Dexterity of 15 (the minimum for Ambidexterity).

The soldier's class and level give him a base attack bonus of +6/+1; thus, he gets two attacks when making a full attack. Wielding a second blaster gives him an additional attack. Since blaster pistols have the multifire capability, he may choose to use the multifire attack option, giving him an additional attack. He can also use Rapid Shot. That brings his total up to five attacks per round when making a full attack. (When making a regular attack action, none of these bonus attacks is allowed; the soldier gets only a single attack at his highest attack bonus.)

Only two other things can increase the number of attacks a character can make in a round: additional attacks due to an increased base attack bonus (for example, the soldier gets a third attack when his base attack bonus reaches +11 and a fourth when it reaches +16) and the Improved Two-Weapon Fighting feat (which grants a second attack with an off-hand weapon). Thus, at most, a soldier can make eight attacks in a single round with a full attack action: four attributed to a high base attack bonus, one for using a second weapon, one for using the multifire attack option, and one each for the Improved Two-Weapon Fighting and Rapid Shot feats. ☺

Ion Weapons

The question that often arises with ion guns is: Can I use an ion gun to shoot out the energy cell of a lightsaber or the power pack of a blaster? The simple answer is no. Ion weapons are not precise enough to aim at one small part of a target, and ion energy does not travel through living tissue in this fashion. (Otherwise, ion weapons would affect living tissue just like a blaster set on stun.) However, GMs who wish to allow ion weapons to affect nondroid electronics (everything from datapads to lightsabers) can use these rules to adjudicate the results. (Chapter Six: Equipment describes how ion weapons affect characters with cybernetics.)

Table 8–11: Size and Defense of Objects in the *Star Wars Roleplaying Game* gives the Defense of items under three conditions: held or carried (both conditions include the wielder's Dexterity modifier and class bonus in the object's Defense) and inanimate (objects not currently in the possession of a character). If you successfully attack an electronic item using an ion weapon on its normal setting, the item suffers damage as usual. To determine how much damage an item can take, see Table 8–13: Damaging Objects in the *Star Wars Roleplaying Game*.

If the ion weapon is set on stun, and the item is held or carried, the item's wielder must attempt a Fortitude save (with the DC set by the ion weapon), with a failure indicating that the item becomes nonfunctional for 1d4+1 rounds.

If an ion weapon set on stun is used against an inanimate electronic item, the item automatically fails the saving throw.

Weapon sizes are not compatible with size designations for other objects. (A chair, for example, is a Small object, even though it's much bigger than many Large weapons.) Table 8–11 in the *Star Wars Roleplaying Game* uses the standard (nonweapon) size designations. Most handheld weapons (Small or Medium-size weapons) are considered Diminutive or Tiny for purposes of this table.

A character with the Deflect special ability can use an activated lightsaber to negate the effects of an ion gun on his weapon. See Lightsaber Deflection (later in this chapter).

Burst of Speed in Action

Although each of the "speed feats" (Burst of Speed, Force Speed, Knight Speed, and Master Speed) requires a full-round action to use, certain situations arise from their use that call for some clarification.

Attacks of Opportunity: A character using a speed feat to move through or out of threatened squares is not subject to attacks of opportunity from opponents who threaten those squares.

Using Skills or Feats: Using any of the speed feats is a full-round action, so a speeding character cannot use skills or activate other feats while using a speed feat. The exceptions to this are feats that have already been activated (such as Force Mind, for example) or

feats that can be activated as a free action (such as Dissipate Energy).

Free Actions: A speeding character can take free actions as normal.

Special Attacks: A character using a speed feat can move through another character's square and has the option of passing through harmlessly or colliding with the other character. If the speeding character chooses the latter option, treat the action as a bantha rush. The target of the bantha rush can attempt an attack of opportunity against the speeding character, but no other opponents along the speeding character's path can choose to do so.

When resolving the bantha rush, the speeding character's velocity increases his chances of successfully moving his opponent. He gains a +4 bonus if he is using Burst of Speed, a +8 bonus if he is using Force Speed or Knight Speed, and a +12 bonus if he is using Master Speed.

Collisions: When a speeding character collides with an immovable object, he suffers damage as though he had fallen his total declared movement distance (not the distance he actually traveled). As with a fall, the character can attempt a Reflex save (DC 10, +1 for each 4 meters of declared movement) to apply the damage to his vitality instead of his wounds.

Lightsaber Deflection

The description of the Deflect class ability for Jedi notes that a Jedi learns to deflect blaster bolts and other projectiles. "Other projectiles" includes most ranged attacks, including:

- ⊗ Slugthrower rounds
- ⊗ Arrows, spears, and similar thrown weapons (including guided weapons such as thud bugs)
- ⊗ The discharge of ion weapons
- ⊗ Force lightning
- ⊗ Sprays of liquid (such as amphistaff venom).

Deflect cannot be used against some forms of projectiles, however, including:

- ⊗ Large thrown weapons, such as nets
- ⊗ Explosives or grenades
- ⊗ Stun attacks.

Throwing Lightsabers

Any character can throw an ignited lightsaber as a ranged attack. This requires an attack action. The attack takes a –4 penalty for using an improvised throwing weapon. The lightsaber deals its normal damage if it is used in this fashion and has a range increment of 4 meters.

After the lightsaber hits its target, it shuts off and falls to the ground in the target's square. If the lightsaber misses its target, it shuts off before hitting the ground. Treat it as a grenadelike object to determine where it lands.

Finding the Center Point



As a move action, a Force-user can retrieve the lightsaber with a successful Move Object check, provided the lightsaber is no more than 10 meters away.

Clarifying Flanking

The rules for flanking in the *Star Wars Roleplaying Game* are succinct: If you are making a melee attack against an opponent and an ally directly opposite you is threatening that same opponent, you and your ally gain a +2 flanking bonus on your attack rolls.

Unfortunately, that definition can be difficult to interpret in unusual circumstances, such as those involving creatures that occupy more than one square on the grid map, weapons that have a greater than normal reach, and situations involving diagonal corners.

Here's a broader definition: If a line drawn from the center point of the area you occupy to the center point of a area your ally occupies passes through two opposite sides of the area your opponent occupies, and you both threaten that opponent, you gain the +2 flanking bonus.

That more complicated definition can be hard to interpret as well, so this section covers some specific guidelines for complicated situations.

The Center-to-Center Line

If, like many players, you use a grid map of some kind for combat encounters, the best test of whether or not

you and a friend flank an opponent is to connect the center point of your square and your ally's square. If the line passes through opposite sides of the opponent, you flank the opponent. But if the line only crosses through two adjacent sides of the opponent, you don't.

In Diagram 7-1: The Center-to-Center Line, the soldier in position S1 on the map flanks the Hutt if the soldier has an ally in position A1, because the line that connects S1 and A1 passes through opposite sides of the Hutt's position. However, the line that connects the soldier and his ally in position B1 only passes through one long side and one adjacent short side of the Hutt's position; the soldier and his ally at B1 don't flank the Hutt.

Under most circumstances, if you want to flank an opponent, your ally has to stand in a specific spot. Characters or creatures who occupy more than one space make flanking a little easier. For example, the soldier in position S2 flanks the Hutt whether the soldier's ally is standing in position A2 or B2, as both connecting lines pass through the opposite sides of the opponent. Though they aren't "directly opposite," they fit the definition for the purposes of flanking.

Flanking Big Creatures

Creatures and species with a face of greater than 2 meters by 2 meters are a bit more vulnerable to flanking. The soldier next to the reek in position S1 on Diagram 7-2: Flanking Big Creatures is flanking if he



has an ally in position A1, B1, C1, or D1. Even better, because each of those positions can draw a line from their center points, through opposing sides of the reek, to that one soldier, they *all* get the flanking bonus.

The principle is the same even if you or your ally occupy more than one square. You still find the center point of you and of your ally—the center of the whole character, not just one of the character's squares—and if it passes through two opposing sides of your opponent, you get the flanking bonus.

The Hutt soldier at position S2 does not flank the reek with the Hutt in position A2, but he does flank with the Hutts at B2, C2, and D2. The Hutts aren't tracing their lines from the centers of just any square they occupy, but from the center of the entire area they occupy. (In this case, their center points happen to be located on grid lines, which is perfectly acceptable.)

Flanking with Reach

Although the *Star Wars Roleplaying Game* includes no weapons with reach (the ability to attack an opponent more than one square away), this book includes one (the shock whip, described in Chapter Six: Equipment), and plenty of creatures have reach, including rancors and wampa ice creatures.

In Diagram 7-3: Flanking with Reach, a soldier is surrounded by three scoundrels and a wampa. To determine whether any of the scoundrels provide flanking with the wampa, start by drawing a line from the wampa's center point to the center point of

Flanking with Reach



the soldier. Look at where the line enters the Jedi's square. The wampa is considered to be attacking from the square adjacent to that point. Now, draw a line from center of that square to the center of each scoundrel to see whether any of them flank the soldier. In this case, it's the one at S3.

The scoundrel at S2 doesn't get the bonus because, even though line from the wampa enters the soldier's square fairly close to the corner, it's still entering from a side, and that side is adjacent to the side from which the attack is originating.

Diagonal Corners and Flanking

What happens if the line between the two allies passes through opposite corners of the opponent's squares? The allies receive the flanking bonus. In Diagram 7-4: Diagonal Corners and Flanking, the characters at A1 and B1 flank the rancor because the line from the characters' center points passes through the left front and right rear corners of the rancor's squares.

Diagonal flanking becomes a bit more strange with big creatures that occupy only two diagonal squares. But the rules still apply: A fringer standing at position F1 is giving flanking bonuses to the soldiers at S1, S2, and S3. The soldiers at S1 and S3 receive the flanking bonus because the line connecting the fringer with each of them passes through opposite sides of the Hutt. The soldier at S2 receives the flanking bonus because the line between the soldier and the fringer connects opposite corners of the Hutt's squares.



CHAPTER EIGHT

THE FORCE | 8



Jedi (and their counterparts, dark Jedi and the Sith) have been discussed in *The Dark Side Sourcebook* and the *Power of the Jedi Sourcebook*, but Force adepts and their myriad traditions have so far received little attention. The material in this section presents a handful of new Force adept traditions, along with some Force techniques designed to allow Force-users of any kind to expand upon their abilities.

New Force Techniques

Every good student pushes the boundaries of accepted wisdom, and students of the Force are no different. The techniques they develop can be used by any Force-using hero who meets the requirements. Gamemasters and players may want to invent other new Force techniques or use these examples as templates for alternative uses of Force skills in their campaigns.

Force techniques can be combined, but any given effect cannot be employed multiple times for the same skill check. For example, Enlarge Force can be combined with Maximize Force to deal 24 points of damage to a target 20 meters away with Force Lightning. However, the Force-user could not use Enlarge Force twice with the same Force Lightning check to use the skill on someone farther than 20 meters away. The exception to this rule is Split Force, which can be used to split a single check multiple times to affect multiple additional targets.

Empower Force

All variable, numeric effects of an empowered Force skill are increased by one-half (multiply by 1.5). An empowered Force skill deals half again as much damage as normal or cures half again as much damage, as appropriate. Saving throws and opposed checks are not affected. Force skills without random variables are not affected.

Examples of Force skills that can be empowered include Force Grip, Force Lightning, Force Strike, Heal Another, and Heal Self.

Special: A maximized and empowered Force skill gains the separate benefits of each technique: the maximum result plus one-half the normally rolled result.

Vitality Point Cost: Normal cost $\times 3$.

Enlarge Force

The range of an enlarged Force skill is doubled. Force skills whose ranges are not defined by distance (such as Control-based skills) are not affected.

Examples of Force skills that can be enlarged include Affect Mind, Drain Energy, Fear, Force Grip, Force Lightning, Force Strike, Friendship, Heal Another, and Move Object. Illusion and Telepathy can also be affected by this technique, though it is only cost-effective to do so at their listed maximum range.

Vitality Point Cost: Normal cost $\times 2$.



MULTIPLYING VITALITY COSTS

Some of the techniques listed here have a multiplier for the vitality cost. Sometimes two or more multipliers apply to the cost. When that's the case, before applying the multipliers, add them together, then subtract 1 from the total for each additional multiplier beyond the first. Thus, two $\times 3$ multipliers applied to the same number result in a $\times 5$ multiplier ($3 + 3 - 1 = 5$).

Extend Force

The effects of an extended Force skill last twice as long as normal. Force skills that last until the end of the encounter, those that inflict or heal damage, those that have a round-by-round vitality point cost, or those that have a one-time effect (such as Drain Energy) are not affected by this technique.

Examples of Force skills that can be extended include Battlemind, Enhance Ability, Enhance Senses, Force Defense, Force Stealth, and Friendship (which wears off after one hour).

Vitality Point Cost: Normal cost $\times 2$.

Maximize Force

All variable, numeric effects of a maximized Force skill are maximized. A maximized Force skill deals the maximum damage, cures the maximum number of vitality, wound, or ability points, and so on. Force skills without random variables are not affected.

Examples of Force skills that can be maximized include Force Grip, Force Lightning, Force Strike, Heal Another, and Heal Self.

Special: An empowered and maximized Force skill gains the separate benefits of each technique: the maximum result plus one-half the normally rolled result.

Vitality Point Cost: Vitality cost $\times 4$.

Split Force

The Force skill may target one additional being or object for the duration of the round. A split Force skill is able to lift multiple boxes and rocks into the air, hurl a trio of battle droids against the bulkhead, and so on. Force skills that do not have a single creature or object as a target are not affected. Force skills that target only the user of the skill are not affected.

Examples of Force skills that can be split include Affect Mind, Drain Energy, Empathy, Force Grip, Force Strike, Friendship, Heal Another, Move Object, and Telepathy.

Special: A Force skill may be split multiple times. Each time the skill is split, it may target one additional being. Thus, Move Object split twice would affect three objects.

Vitality Point Cost: Vitality cost $\times 2$.

Alternative Force Traditions

There is more to the Force than just the Jedi. On backwater planets, undiscovered worlds, and even some relatively urban planets, groups of Force-users follow different paths. Some of these remain relatively quiet and hide their powers from the Jedi, while others simply reject the Jedi way and go on about their lives expanding their own traditions. Several of these alternative traditions, primarily for use with the Force adept class, have been touched on in other products for the *Star Wars Roleplaying Game*. Below are several more options from throughout *Star Wars* universe that should give players plenty of choices in how they develop their Force adept characters.

Baran Do Sages

The Kel Dor species has a long and proud Force tradition known as the Baran Do sages. For thousands of years before joining the Galactic Republic, the Baran Do acted as advisors and seers for the leaders of the Kel Dor. Since joining the Republic, the Baran Do dwindled as the Jedi claimed the Force-sensitive members of the species to add to their own ranks. However, those who were passed over by the Jedi or discovered too late to begin Jedi training continue to train under the remaining Baran Do sages, passing the eons-old tradition down as it was done before the coming of the Jedi.

The Baran Do Sages originally began studying the ways of the Force to expand their already exceptional senses as a means of predicting danger for their people; in time, everything from war to famine to natural disasters were averted thanks to the Baran Do. Their powers developed out of simple sensory expansion into the ability to foresee the future, the past, and places far away. Once the Baran Do learned how to listen to the Force as well as to their own senses, they became an invaluable resource for investigating crimes, predicting future troubles, and discovering the truth about mysterious events. The Baran Do sages were revered as an all-seeing sect that could divine the truth from even the most complex and difficult situations.

Most rulers of the Kel Dor people traditionally had at least one Baran Do advisor. In the days when the Baran Do were more numerous, many high-ranking members of Kel Dor society had sages in their employ as well. Most governmental institutions made use of the Baran Do as a part of their daily operations; a powerful Baran Do sage would often be used as an early warning system to help the authorities predict natural disasters. Such predictions and subsequent preparations prevented the deaths of hundreds and thousands.

With the introduction of the Jedi Order and the Galactic Republic to Kel Dor society, the Baran Do faded into relative obscurity. Mainstream Kel Dor society considers the Baran Do to be little more than wizards and prophets, but the sages themselves continue to proudly teach their old ways to students and apprentices. The Baran Do, almost completely

140

CHAPTER



forgotten by most Kel Dor, no longer have the influence they once did and, as a result, managed to go almost unnoticed by Lord Vader's Jedi hunting squads.

Baran Do Philosophy

The Baran Do philosophy revolves around quieting the mind and listening to the environment. It was this quiet, meditative outlook that led them easily into the study of the Force as a sensory aid. The Baran Do learn to shut out the noise and clutter of the world around them and instead listen to the guidance of the Force; when at peace, the Baran Do sages are at their strongest. They listen, they watch, and they learn. The ways of the Baran Do are sometimes confused with inaction, but in truth a sage consults the Force on almost all matters, taking action once he is sure of his path.

Force Tradition

A long-held superstition among the Kel Dor people is that men and women born with silver irises are exceptionally strong in the Force. The Baran Do sages believe this to be true and recruit those with silver irises fervently. However, Kel Dor who believe in the old ways often bring their children to the Baran Do for training as well, and the sages rarely turn away anyone willing to learn. The Baran Do sages train apprentices for several years before they become full-fledged members of the order, but once they do, they are granted access to any knowledge the Baran Do

possess. Modern Baran Do usually concern themselves with protecting their people however they can, occasionally acting as foretellers and diviners for those who come to them seeking answers. Some members of the organization travel the stars seeking knowledge that can be brought back to the Baran Do, while others take a more active role and react to threats they have perceived through the Force, even if it means leaving their homeworld for years at a time.

Training

Baran Do training focuses on meditative practices as well as the interpretation of sensations and visions. Many aspects of the training involve some form of sensory deprivation; an apprentice might be placed in a room with absolutely no light for hours or days at a time, or in a soundproof chamber, or any number of other ways to silence one sense to highlight others.

Other training methods involve sensory overload, such as placing a trainee in a crowded room and forcing him to listen to a sage speaking on the other side of the room. The training regiment is neither rigorous nor physically taxing, but encourages introspection and thoughtfulness at all times.

Baran Do sages are not quick to act unless extremely pressed for time or reacting to some immediate threat; during their training, they are taught to let their perceptions flow naturally, and as such they train at a very natural pace rather than rushing to complete their teaching.



BARAN DO



Force Powers

The Baran Do sages possess some rather useful powers as a result of their years as servants to the people. Many of them are able to predict weather patterns and even alter them given enough time and effort. Others, especially those who take a more active role in the conflicts of the Kel Dor, develop a highly attuned danger sense that allows them to act as defenders of the peace with uncanny speed.

The Baran Do are also often seen as prophets, and rightly so, thanks to their ability to accept visions from the Force and translate them into premonitions of future events. The Baran Do have perfected the arts of mystics and seers and adapted them for life on the world of Dorin, and are still some of the most reliable foretellers in the known galaxy.

Force Tradition Feats

The following feats are associated with the Baran Do sage Force tradition.

Enhanced Danger Sense (Force Feat)

You not only gain premonitions from the Force that allow you to avoid danger but also can react more quickly than normal in such a situation.

Prerequisite: Force-Sensitive, Sense.

Benefit: Whenever you successfully make the Will save granted by the Force-Sensitive feat to act during the surprise round, you gain a +2 bonus on your initiative roll. This bonus stacks with the Improved Initiative feat.

Weather Sense (Force Feat)

You can predict weather patterns thanks to your attunement to planetary ecosystems through the Force.

Prerequisite: Force-Sensitive, Sense.

Benefit: You may make a Wisdom check (DC 15) to accurately predict the weather. If successful, this gives you 24 hours' notice of any changes in the weather, including the advent of severe weather conditions (including extreme heat and cold). Additionally, it gives you a +4 bonus on Survival checks related to weather.

You must be familiar with the planet's ecosystem, having spent at least 24 hours outdoors on the planet. Use of this feat is a full-round action and costs 2 vitality points.

Baran Do Sage Prestige Class

To become a Baran Do sage, one must be able to empty one's mind completely, to listen without disturbing the mental silence. The greatest members of the Baran Do can see across the entire galaxy, far into the past and through multiple futures. They are almost never caught unaware, and they provide an excellent early warning system when disaster approaches. They are sought out by those who wish to know the path that is right for them, and when a great danger looms on the horizon they are often the first to act and help decide which action will save the

most lives. While rare since the planet's integration into the Galactic Republic, the Baran Do sages still maintain a presence in the galaxy even if it is only a small one.

Requirements

To qualify to become a Baran Do sage, a character must fulfill the following criteria:

Species: Kel Dor.

Skills: Enhance Senses 6 ranks, Farseeing 9 ranks, See Force 6 ranks.

Feats: Alter, Control, Force-Sensitive, Sense.

Game Rule Information

Vitality: A Baran Do sage gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Baran Do sage's class skills (and the key ability for each skill) are Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge* (any) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids) and Knowledge (alien cultures).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Baran Do sage prestige class.

Starting Feats

The Baran Do sage gains the following feats:

Weapon Group Proficiency (primitive weapons)
Weapon Group Proficiency (simple weapons)

Skill Mastery

At 1st level, the Baran Do sage designates a skill. When making a skill check with this skill, the Baran Do sage may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in the use of this skill that he can use it reliably even under adverse conditions. The Baran Do sage must designate a skill from the following list: Enhance Senses, Farseeing, Listen, Search, See Force, Sense Motive, or Spot.

Bonus Feat

At 2nd level, the Baran Do sage gets a bonus feat. This feat must be drawn from the following list, and the Baran Do sage must meet any prerequisites.

Aware, Enhanced Danger Sense*, Peacemaker†, Skill Emphasis (Enhance Senses, Farseeing, or See Force only), Weather Sense*.

*See Force Tradition Feats (above).

†This feat is described in Chapter Three: Skills and Feats.

Table 8-1: The Baran Do Sage

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Starting feats, skill mastery	+1	+0
2nd	+1	+1	+2	+2	Bonus feat	+2	+0
3rd	+2	+2	+2	+2	Uncanny dodge (Dex bonus)	+2	+0
4th	+3	+2	+2	+2	Guidance of the Force	+2	+1
5th	+3	+3	+3	+3	Knowledge and defense	+3	+1

Uncanny Dodge

At 3rd level, the Baran Do sage gains the extraordinary ability to react to danger before his senses would normally allow him to do so. The Baran Do sage retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses her Dexterity bonus to Defense when immobilized). This aspect of uncanny dodge does not negate flank attacks.

Guidance of the Force

Once per gaming session, the Baran Do sage may use his knowledge of the currents of the Force to determine whether or not a particular course of action will bring him closer to his goal. By expending 1 vitality point, he may glean a positive or negative feeling when concentrating on a particular act and the desired result, as well as a relative strength or weakness of the feeling.

For example, a Baran Do sage who is debating traveling to Coruscant to hunt down a murderer might receive a strong positive feeling if the murderer is on Coruscant, a weak positive feeling if the being visited Coruscant but left, a weak negative feeling if the murderer traveled to a different planet in the Core Worlds region, or a strong negative feeling if the being headed to Tatooine in the Outer Rim.

Knowledge and Defense

Some Baran Do sages are capable of using their powers of observation and the feelings they gain through the Force to react to danger even when surprised. At 5th level, the Baran Do sage may add his Wisdom bonus to Defense whenever his Dexterity bonus to Defense would normally be denied to him.

Matukai

Many Force-users require some sort of focus to concentrate their power. The Matukai, a sect of Force-users spread throughout the galaxy, teach how to reach out to the Force using such a focus. What makes them unique is that their focus isn't an inanimate object—the Matukai have made their own bodies the primary focus for their abilities.

The Matukai have their origins in the days of the Old Republic, many years before the rise of Darth Bane and the new Sith order. In those days, the Jedi Order was at its peak, with a large membership roster and a reach that spanned even into the Outer Rim.

The Jedi Council was much more lax with its views on Force-users and did not attempt to indoctrinate Force-sensitive children shortly after birth. Though the majority of Force-users throughout the galaxy were Jedi, some other organizations, such as the Sorcerers of Tund, were allowed their autonomy provided they did not sink into the dark side of the Force.

The first Matukai was a Human female from the world of Karvoss II who discovered her ability to touch the Force while practicing a form of meditative martial arts. Eventually, she became a relatively strong presence in the Force and soon began teaching other Force-sensitive students. Dutifully trained, these pupils then spread out into the galaxy to teach more. While never growing beyond 50 or 60 members at a time, the Matukai could be found almost anywhere spacefaring beings might travel.

One of the unique aspects of Matukai training is that it allows any being with otherwise negligible inherent strength in the Force to develop it into something formidable using their body as a focus. Through basic meditative martial arts, physical exercises, and somatic rituals, they fan the spark of the Force inside them, hoping the spark will one day become a flame.

The Jedi Council eventually recognized the growing power of the Matukai tradition and sent representatives to the Matukai to discuss a possible affiliation. Most Matukai were uninterested. Some felt that the Jedi way of teaching the Force was both elitist and ineffectual. Others thought they could do a better job training students than the Jedi Order could. Since the Matukai generally drew from a pool of Force-users that would not qualify for Jedi training in the first place, the Jedi Council was content to let the Matukai exist as an autonomous organization, provided they steered clear of the dark side. There remained little formal contact between the groups, but hostilities did not arise either.

With the passing of time, the Matukai way waxed and waned. As the Clone Wars came and went and Lord Vader began his Jedi Purge, the already scattered Matukai vanished into hiding or, more frequently, were captured and exterminated by the Empire's Inquisitors. Much like the Jedi, though, the few remaining Matukai were able to preserve their Force tradition and pass it on to apprentices in secret. Some of these Matukai chose to join Luke Skywalker's Jedi Academy when the call went out for prospective students. Skywalker's academy had less stringent standards for admission than the old Jedi Council, and his eagerness



MATUKAI ADEPT

to learn more about the Force meant he—and as a result, the academy—was more open to new ideas and training methods than the Old Republic Jedi had been.

Matukai Philosophy

The basic philosophies of the Matukai revolve around a balance and harmony between the spiritual aspects of the Force and the physical aspects of the body. The general tenets of the Matukai include keeping the body clean and strong, purifying themselves through physical activity, focusing on the Force through exercise and ceremony, and avoiding any taint of the dark side.

The Matukai also teach a sort of flexibility of spirit. This belief entails never allowing oneself to become flustered or upset; keeping oneself in a natural state of relaxation and rest to give the body the greatest channel for using the Force; and ensuring that nothing causes anguish, fear, apprehension, or other forms of stress that have negative physical side effects.

Force Tradition

The Matukai emphasis on the body as a focus for channeling the Force has allowed many who would not otherwise be able to tap into the Force to do so consistently. Many who have mastered the way of the Matukai actively seek out others to train, while some simply prefer to focus on their own training.

The Matukai have no base of operations and are spread out in groups of three to five across the galaxy.

The Matukai have a signature weapon, associated with them in the same way the lightsaber is associated with the Jedi. The wan-shen is a long staff with a short, single-edged blade attached to one end. It's a long weapon, nearly as long as a primitive polearm. The weapon is wielded along the lines of a quarter-staff, and a skilled Matukai can whip his

wan-shen around his body with amazing speed and agility, creating a virtual whirlwind of metal and blades. The wan-shen was chosen because it gave the Matukai an external tool to use in addition to their bodies as a focus of the Force, and gave them a means of protecting themselves at the same time.

Game statistics for the wan-shen are provided in Chapter Six: Equipment.

Training

The typical training methods of the Matukai often seem very simple when observed by the untrained masses. Though each Matukai's training differs based on the instructor's decisions, most involve the learning of a complex series of martial arts forms, slowed down to act as a form of physical meditation. Matukai trainees are frequently required to push themselves further than they normally could physically while drawing upon the Force for strength. Each lesson taught to a Matukai begins with some feat of strength or stamina but results in a lesson on the nature of the Force as well. A Matukai apprentice

frequently spends hours or even days at a time holding one pose or stance in an attempt to let the Force flow into him, often in harsh weather or while under some other great physical strain.

Those who complete the training and become Matukai are in good physical health thanks to both the influence of the Force and the rigorous training they undergo. Additionally, Matukai are identifiable by the distinct tattoo that covers part of the forehead and the sides of the face at the eyes. It is a symbol adopted when a Matukai completes her training.

Force Powers

A fully trained Matukai is the master of his own body. He can feel every wound, injury, and sickness inflicted upon him. He can force his body to reject the venom of a deadly kouhun or pass through a village ravaged by a plague and never contract it.

Matukai have excellent balance thanks to the Force and can push themselves longer and farther than most beings. The Matukai are known to use the Force in many of the ways the Jedi do, from making incredible leaps and tumbles to dashing rapidly away and withstanding enormous amounts of pain. They are completely in control of the physical aspects of their beings and are able to manipulate their bodies in ways others find almost unnatural.

Force Tradition Feats

The following feat is associated with the Matukai Force tradition.

Body Adjustment (Force Feat)

You are able to adjust your internal temperature to better withstand harsh environments.

Prerequisite: Force-Sensitive, Control.

Benefit: When you are in an environment of extreme heat or cold, you may adjust your body temperature to resist the negative effects of the weather. By expending 2 vitality points per hour of use, you gain a +2 bonus on all Fortitude saves to resist the effects of extreme heat or cold.

You may also increase your body temperature to extreme levels. Doing so costs 2 vitality points per round. Your skin deals 1d3 points of damage to any creature or object that contacts you (this stacks with unarmed combat damage). Every round in which you use this power, you must make a Constitution check (DC 15) or take 1d3 points of damage.

Use of this feat is a move action.

Matukai Adept Prestige Class

Masters of the Force and controllers of their own bodies, the Matukai adepts are both formidable combatants as well as powerful Force-users. Their use of the wan-shen makes them difficult to get close to in combat, and when a lucky shot does manage to get through, the Matukai adept often can reduce the damage he takes from the attack thanks to physiology-manipulating techniques he has learned throughout the course of his training. The Matukai adepts can be found in many places throughout the galaxy, but wherever they are it is almost certain that they will quickly adapt to their surroundings.

Requirements

To qualify to become a Matukai adept, a character must fulfill the following criteria:

Base Attack: +5.

Skills: Enhance Ability 6 ranks, Heal Self 6 ranks.

Feats: Alter, Control, Force-Sensitive, Martial Arts, Defensive Martial Arts, Sense, Spellcaster*.

**This feat is described in Chapter Three: Skills and Feats.*

Game Rule Information

Vitality: A Matukai adept gains 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Matukai adept's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft* (Int), Escape Artist (Dex), Jump (Str), Knowledge* (Int), Move Silently (Dex), Survival (Wis), Swim (Str), and Tumble (Dex).

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (tools) and Knowledge (politics).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Matukai adept prestige class.

Starting Feats

The Matukai adept gains the following feats:

Exotic Weapon Proficiency (wan-shen)

Weapon Group Proficiency (simple weapons)

Table 8-2: The Matukai Adept

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Starting feats, wan-shen, one-handed fighting	+2	+0
2nd	+1	+1	+3	+2	Resistance to disease/poison	+3	+0
3rd	+2	+2	+3	+2	Weapon kata	+3	+0
4th	+3	+2	+4	+2	Bonus feat	+4	+1
5th	+3	+3	+4	+3	Soft to solid	+4	+1



Wan-Shen

At 1st level, a Matukai adept receives a mastercraft (+1) wan-shen from his teacher, at no cost. See Chapter Six: Equipment for a description of this weapon.

One-Handed Fighting

The Matukai adept treats the wan-shen as a Medium-size weapon rather than a Large weapon.

Resistance to Disease/Poison

At 2nd level, the Matukai adept learns to purge illnesses and poisons from his body before they can harm him. He gains a +10 resistance bonus on all Fortitude saves against poisons and diseases.

Weapon Kata

At 3rd level, once per game session, when the Matukai adept makes a full attack action against a single target with the wan-shen, he gains an additional unarmed attack against the same target. The attack is at his full attack bonus and deals normal damage for the weapon.

This free attack can be used to perform a disarm or trip attack. If used to disarm, the attack gains a +4 bonus. If used to trip, a failed roll does not allow the target to attempt to trip the Matukai adept in return. For more information on these maneuvers, see Chapter Eight of the *Star Wars Roleplaying Game*.

Bonus Feat

At 4th level, the Matukai adept gets a bonus feat. This feat must be drawn from the following list, and the Matukai adept must meet any prerequisites.

Advanced Martial Arts, Agile Riposte*, Body Adjustment†, Burst of Speed, Dodge, Dual Strike*, Endurance, Improved Disarm, Improved Martial Arts, Improved Trip, Mettle, Stamina, Toughness, Unbalance Opponent.

*This feat is described in Chapter Three: Skills and Feats.

†See Force Tradition Feats (above).

Soft to Solid

Matukai adepts spend much time learning the way their bodies move and function, mastering the ability to make normally soft parts of their body become incredibly rigid and tough. At 5th level, as a move action, the Matukai adept may give his flesh incredibly rigidity for 1d4 rounds, giving him DR 2. This damage reduction stacks with DR provided by manufactured armor.

Zeison Sha

If there ever was a sect of Force-users built for survival under harsh conditions, it is the Zeison Sha. Nearly two millennia before the rise of the Empire, a group of families fleeing the wars between the Jedi and the Sith escaped to a remote Outer Rim planet known as Yanibar. The group consisted mostly of families and friends of Jedi, who were potential

targets of Sith attacks. The plan was to set up a home on the out-of-the-way world and wait for the Jedi to come for them once it was safe. However, the Jedi who set up the refuge were all killed in battle, and, as a result, the colony on Yanibar was left alone and forgotten.

Yanibar was a harsh world of seasonal extremes—dry, blistering summers and frigid, wet winters. In the early years, the mixed group of beings struggled for survival, and thousands succumbed to an environment so extreme and fickle that most would consider the planet uninhabitable. However, the blood of the Jedi was strong among the colonists, and over the years many learned to channel their Force abilities to adapt to and overcome the environmental hardships of their world.

As the centuries passed, the original reason for colonizing Yanibar faded into myth. The Zeison Sha, unaware that their original protectors had been killed, began to see their isolation as abandonment by the Jedi. Over the generations, the Jedi came to be viewed not as protective but as uncaring. Having already become rugged and self-sufficient in their life's trials, the Zeison Sha developed a philosophy of self-reliance and rejection of the Jedi. What was once a colony full of Jedi descendants became the roots of a philosophy that rejected the Jedi as protectors and took it upon themselves to provide strength and solidarity for the inhabitants of the refuge.

This philosophy, and the lessons taught by Yanibar's harsh environment, became the basis of a new Force tradition. The Force flowed easily through many members of the society, and the Zeison Sha honed their skills to help the colony not only survive, but eventually to grow and prosper.

After a few centuries, the planet's isolation lessened. It was discovered and occasionally visited by fringe traders. In time, Yanibar developed into an outpost between known space and the Unknown Regions. Visits were infrequent but grew over the course of decades. What was once a small settlement eventually became a well-populated fringe city and spaceport, though the inhabitants of the world still maintained a relative measure of anonymity.

Some Zeison Sha, learning that the wars with the Sith were over, returned to the galaxy at large. They found, however, that the Jedi were all-too-eager to snatch their Force-sensitive children and turn them into disciples at the Jedi Temple on Coruscant. Many returned to Yanibar with angry stories of the Jedi, only bolstering the Zeison Sha's anti-Jedi philosophy. Those who continue to feel the need to travel the stars make sure to hide themselves from both the Jedi and, later, Darth Vader's hunting squads.

The Yanibar colony is composed of a mix of Humans and non-Humans, but other species include Duros, Twi'lek, and Rodians, to name a few. The diversity of species living on Yanibar increased as some colonists left the planet to explore the galaxy and made its presence known to others.

Zeison Sha Philosophy

The Zeison Sha focus their teachings on self-reliance and independence. Following their perceived abandonment by the Jedi, the Zeison Sha came to be completely self-sufficient, and passed on to their descendents the ideals that allowed them to survive such harsh conditions. The Zeison Sha philosophy centers on being able to take care of oneself and one's family, teaching not only autonomy but also ways to manipulate the Force for one's own defense.

In addition to the independence that is such a large part of their philosophy, the Zeison Sha encourage helping those in need; though each member of the community is expected to take care of himself, using one's powers to assist someone else is a noble and honorable pursuit.

Force Tradition

Those members of the Yanibar colony who had the blood of the Jedi flowing in their veins eventually formed a loosely organized tradition that allowed them to train future generations in the ways of the Force. The Zeison Sha use their talents to fend off the dangers native to Yanibar and defend those who cannot defend themselves. Whether protecting a home from a violent storm or fending off a pack of wild *voorcats* terrorizing an outlying region, the Zeison Sha train to ward off any threats.

The Zeison Sha are masters of the telekinetic powers, and their training far surpasses that of many Jedi. Unfortunately, their philosophy of self-reliance has caused a number of losses to the dark side over the years. Self-sufficiency can quickly turn into selfishness, independence from the

Jedi Order transforms into bitterness, and the incredible feats of telekinetic skill often lend themselves well to attack rather than defense. Dark Zeison Sha are not common, but every few years one or two trainees are lost to the dark side and must be turned back or eliminated.

Training

Typically, a Force-sensitive parent is charged with teaching her son or daughter the ways of the Zeison Sha. When a Force-sensitive child is born to non-Zeison Sha parents, the youth is assigned to an experienced member of the organization for Force training while still remaining at home to grow as an individual in a normal setting.

An integral part of training is the use of the discblade, the chosen weapon of Zeison Sha warriors. The discblade is a focus for their discipline and telekinetic ability, and is a unique weapon that defines the Zeison Sha warriors as separate from the Jedi but powerful Force-users nonetheless.

Most Force-based training of Zeison Sha warriors revolves around telekinetic ability: lifting large objects, protecting oneself (and others) from incoming projectiles, snatching objects from the hands of an enemy, and, of course, controlling the flight path of the discblade as it streaks toward a target.

Game statistics for the discblade are presented in Chapter Six: Equipment.



Force Powers

The Zeison Sha excel in powers that involve the manipulation of physical objects using the Force. They discovered for themselves a way to wrap the Force around their bodies so that they can resist damage from harmful objects. One power that gives the Zeison Sha warriors an edge in combat is the ability to make their disclades return to their hands when thrown; if he misses, a Zeison Sha can recover his weapon quickly and be prepared to hurl it again the following round.

In fact, the sight of a Zeison Sha warrior hurling his disclade and having it return perfectly into his hand appears to be an amazing feat of athleticism when, in truth, it is little more than a logical application of the Force. They are masters of pushing, pulling, lifting, hurling, and smashing any perceived threats using the Force as an extension of their will. The Zeison Sha are capable of using telekinetic powers with such ease that it becomes almost second nature to them, and they are frequently able to perform tasks that normally seem difficult with an almost effortless grace.

Force Tradition Feats

The following feats are associated with the Zeison Sha Force tradition.

Force Shield (Force Feat)

You are able to create a bubble of the Force around yourself that protects you from damage.

Prerequisite: Force level 2nd, Force-Sensitive, Alter.

Benefit: As an attack action, you may create a bubble of Force energy around yourself that protects you against incoming attacks. The Force Shield provides DR equal to one-half your Force-user level, rounded down. The shield costs 1 vitality point per round per point of DR provided (you may choose to create a shield weaker than the maximum allowed).

Recover Weapon (Force Feat)

Choose a specific thrown weapon of Medium-size or smaller, such as a disclade or knife. You can use the Force to direct the path of the weapon so that it returns to your hand if it misses its target.

Prerequisite: Proficient with weapon, Force-Sensitive, Alter, Move Object 4 ranks.

Benefit: If you throw the weapon as an attack and miss, you may expend 2 vitality points to have the

weapon return to your hand. Using this feat is a free action.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different weapon.

Zeison Sha Warrior Prestige Class

The most talented Force-users among the Zeison Sha become warriors. They use their telekinetic powers to their fullest and are experienced masters of the disclade weapon. Many of the beings from the Yanibar colony owe their lives to the vigilance of powerful Zeison Sha warriors, and many in the galaxy at large who have encountered Zeison Sha traveling the stars can attest to their prowess. Though a few Zeison Sha warriors have turned to the dark side of the Force, the movement has remained a presence on its homeworld and has survived over the years despite threats from both the Jedi and the Empire.

Requirements

To qualify to become a Zeison Sha warrior, a character must fulfill the following criteria:

Skills: Force Strike 4 ranks, Move Object 6 ranks.

Feats: Alter, Control, Force-Sensitive, Sense.

Game Rule Information

Vitality: A Zeison Sha warrior gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Zeison Sha warrior's class skills (and the key ability for each skill) are Climb (Str), Craft* (Int), Intimidate (Cha), Jump (Str), Knowledge* (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), and Tumble (Dex).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (tools) and Knowledge (Jedi lore).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Zeison Sha warrior prestige class.

Starting Feats

The Zeison Sha warrior gains the following feats:

Table 8-3: The Zeison Sha Warrior

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+0	Starting feats, disclade affinity	+1	+0
2nd	+2	+3	+2	+1	Bonus feat	+2	+0
3rd	+3	+3	+2	+2	Second nature	+2	+0
4th	+4	+4	+2	+2	Move object mastery	+2	+1
5th	+5	+4	+3	+3	Intercept projectile	+3	+1

Exotic Weapon Proficiency (disblade)
Weapon Group Proficiency (blaster pistols)

Disblade Affinity

The Zeison Sha warrior can imbue her disblade (a disblade the Zeison Sha wields personally) with the Force. It takes a full-round action to imbue the weapon with the Force, and costs 3 vitality points. The disblade's damage increases by +1d8 (to a total of 2d8). The benefit the weapon gains lasts for a number of rounds equal to the character's Force-user level.

A Force-imbued disblade gains another benefit when used against a lightsaber. If the wielder of a lightsaber attempts to strike a Force-imbued disblade, the lightsaber does not ignore the disblade's damage reduction (DR 5).

Bonus Feat

At 2nd level, the Zeison Sha warrior gets a bonus feat. This feat must be drawn from the following list, and the Zeison Sha warrior must meet any prerequisites.

Focus, Force Flight, Force Shield*, Force Whirlwind, Kinetic Combat†, Kinetic Might†, Recover Weapon*, Skill Emphasis (Force Grip, Force Strike, or Move Object only).

*See *Force Tradition Feats* (above).

†This feat is described in *Chapter Three: Skills and Feats*.

Second Nature

At 3rd level, the Zeison Sha warrior's ability to use telekinetic powers has become a natural process. The Zeison Sha warrior designates a skill from the following list: Force Grip, Force Strike, or Move Object. When using that power, the vitality point cost is reduced by 1 (to a minimum of 1). For example, the vitality point cost for Force Strike is 1, instead of the normal 2.

Move Object Mastery

At 4th level, the Zeison Sha warrior gains the ability to use the Move Object skill with incredible reliability. When making a skill check with this skill, the Zeison Sha warrior may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in the use of this skill that he can use it reliably even under adverse conditions.

Intercept Projectile

At 5th level, a Zeison Sha warrior becomes so quick with his skills that he can intercept projectile weapons with objects that are available in the immediate area.

Intercepting an attack is a reaction that costs the Zeison Sha warrior a move action in his next round. The Zeison Sha warrior must indicate that he is using intercept projectile when an opponent declares an attack against him but before any attack rolls are made.

To intercept a projectile, the Zeison Sha warrior makes a Reflex save with the DC equal to the attack roll of the projectile attack. If successful, he may

make a Move Object check on a loose object lying within 10 meters of him as a free action, bringing it up to intercept the incoming attack. The object takes the full damage of the incoming attack.

This ability can only be used once per round.

Creating New Force Traditions

Many times a player will wish to play a Force adept based on a concept not previously explored in the *Star Wars Roleplaying Game*. If this is the case, the Gamemaster and the player can work together and help craft a new Force tradition to give the character background and depth. When creating the new group of Force-users, several topics must be considered to flesh out the concept fully and allow it to be usable within the established *Star Wars* universe.

Begin with a general concept that encompasses the use of the Force in a non-Jedi fashion. Is this concept unique enough to warrant an entirely new Force tradition? If so, proceed with the most vital elements of the creation process, being sure to answer all of the following questions:

- Ⓔ Where did the tradition come from? Is it native to a single planet, or widespread?
- Ⓔ When was the tradition founded? Is it as old as the Republic itself, or did it come about more recently?
- Ⓔ What is the general history of the tradition? What caused it to come about, and what has happened to it as it developed?
- Ⓔ What is the general philosophy of the tradition?
- Ⓔ How do members of the tradition access and use the Force?
- Ⓔ What unique powers and abilities do the members of the organization have? Likewise, what powers have atrophied through lack of discipline or focus?
- Ⓔ What kinds of beings are part of the tradition? Is membership limited to a single species, gender, class, or training, or is it culturally diverse?
- Ⓔ How are members of the tradition trained?
- Ⓔ What makes this tradition unique and different from other Force-users?

Once the basic concepts of the Force tradition have been established, the player can begin developing his or her character to fit these ideas. With that solid outline in mind, much of the character's design and personality can be formed based on the tradition's history, methods, and membership.

The Gamemaster may also wish to answer some of the following questions to give the tradition depth and provide adventure hooks and personality quirks:

- Ⓔ What is the relationship between the Force tradition and the Jedi? Do the Jedi know of the members of the tradition, or have they remained hidden?

- ❑ Who opposes the tradition?
- ❑ Do many members of the tradition fall to the dark side? If so, how do the remaining members deal with their fallen comrades?
- ❑ Do the members of the tradition use any special weapons or equipment?

Answering these questions can help make the Force tradition seem more like a part of the galaxy at large rather than simply another splinter group of Force-users. Creating your own Force tradition can be a great way to craft a character you will enjoy playing, and can give you many new and interesting roleplaying opportunities that a more standard tradition, such as the Jedi, may not be able to offer.

Is important to maintain the *Star Wars* feel when crafting a new Force tradition. As such, the group should never be more powerful than the Jedi, and the powers of prestige classes associated with the group should not exceed those of Jedi-related classes.

Force Spirits

A Force spirit is a nonphysical manifestation of a living being who was strong in the Force, but who has expired. Ordinarily, even those strong in the Force become one with the Force upon their deaths, but some Jedi Masters (and a few other powerful Force-users) learn a discipline that allows them to maintain their own identities separate from the Force. These individuals can visit the physical world as a kind of “ghost,” to offer advice and information to those who can perceive them.

To create a Force spirit, the GM first selects or creates a character to use as the basis for the noncorporeal entity, then simply applies the following template. Keep in mind that this template is intended for GM-controlled characters. Player characters can only become Force spirits by dying.

Force Spirit Template

Use the following information to convert a character to a Force spirit.

Vitality Points: The character's vitality die increases to d12. Since the Force spirit has no Constitution score, her Constitution bonus does not apply.

A Force spirit cannot recover vitality in places where the dark side is strong.

Wound Points: A Force spirit is a nonphysical entity. Consequently, it has no Constitution score. Its wounds are instead calculated from its Charisma score; it is a being sustained by its strength of personality, rather than its physical composition. A light side Force spirit cannot recover wounds in a place where the dark side is strong, and a dark side Force spirit cannot recover wounds in a place where the light side is strong.

Speed: The Force spirit retains the Speed and mode of transportation it had in life. Becoming a nonphysical

entity does not give the individual the ability to fly, for example, if it did not already have that ability. Force spirits are not hindered by terrain, though, and can pass as easily through solid objects as they can through thin air. The Force spirit does, however, gain the ability to travel by force of will (see Force Travel, below).

Defense: As a nonphysical entity, a Force spirit is immune to physical attacks. Even to other nonphysical entities (such as dark side spirits), a Force spirit is immaterial. Any attack which relies on the Force spirit's Defense (as a blaster shot or the Move Object skill, for example) automatically fails.

Damage: The Force spirit can neither harm nor be harmed by physical entities. Any such damage is reduced to zero.

Force Powers: Force powers with physical effects (Force Grip, Force Strike, Heal Another, Move Object, Force Lightning, and Force Whirlwind, for example) are completely ineffective when used by or against a Force spirit. Their damage, or vitality, wound, or ability score points restored, are reduced to zero.

A Force spirit cannot use Force powers based on Constitution (Battlemind, Enhance Ability, Force Defense, Force Stealth, and Heal Self, for example) or Force powers that cause the Force spirit to make a Fortitude save (Dissipate Energy). Similarly, a Force spirit is not affected by Force powers that cause it to make a Fortitude save (Drain Force and Hatred).

Gamemasters should use these rules as guidelines for other Force powers that might not be listed here.

Force Points: Same as base character. A Force spirit can spend and acquire Force points as normal.

Dark Side Points: Same as base character. A Force spirit can acquire Dark Side Points as normal, but it cannot sacrifice Force points to reduce his Dark Side Points, nor reduce his Dark Side Points by performing dramatic acts of heroism. A Force spirit lost to the dark side is lost for eternity.

Special Attacks: A Force spirit retains all the special attacks of the person it was in life, although those relying on physical contact are no longer effective against physical or even other nonphysical creatures. In general, this limits the Force spirit to using Force skills and feats that affect a target's mind, and little else.

Special Qualities: A Force spirit has all the special qualities of the base character, plus those listed below.

Manifestation: In its normal (unmanifested) state, a Force spirit in a detached nonphysical state, and cannot interact with the physical universe. It is not visible or audible to physical creatures. It can interact with (and is visible and audible to) other nonphysical creatures.

Manifesting is a move action with no initial vitality point cost. Once manifested, it costs the Force spirit 1 vitality point per minute to remain manifested.

When manifested, a Force spirit remains nonphysical, but can be heard by any Force-Sensitive character. Any Force-user with the Sense feat can also see a Force spirit. (The Force spirit cannot choose to



be visible or audible to only some characters and not visible or audible to others.) A Force spirit can appear to anyone it likes—even dark side characters—but is never required to (even if the dark side character has the Spirit Companion feat).

A manifested spirit can use Force powers, as described above.

Unlike dark side spirits, Force spirits cannot remain apart from the Force forever. Each time a Force spirit manifests, it must attempt a Will saving throw. The DC is equal to 15 + the number of times the Force spirit has previously manifested. If the save fails, this manifestation is the spirit's last; afterward it goes to become one with the Force (ceasing to exist as a separate being). At the GM's discretion, the Force spirit could appear to a character in a Farseeing vision—perhaps as part of a dream.

Force Travel: A Force spirit is able to use the Force to travel more or less instantaneously to any point in the galaxy, though there must be Force energy there to act as a beacon. (The presence of living creatures, and a lack of any circumstance that might block the Force, is sufficient to provide this beacon.) The Force spirit must already be familiar with the destination; he cannot simply jump blindly to a destination by targeting an artifact he has only heard of, for example. To use this ability, the Force spirit attempts a Will save:

Distance	Will Save DC
Same city	0
Same continent	5
Same planet	10
Same system	15
Same sector	20
Same region	25
Same galaxy	30

It is difficult to travel to a location where the dark side is strong. The GM can modify this save based on the power of the dark side at the target destination.

Dark Side Power Level	Save Modifier	Example
Nonexistent	0	Anything not touched by the dark side
Dim	-2	A person with Dark Side Points equal to half his or her Wisdom score or less
Faint	-5	A person with Dark Side Points greater than half his or her Wisdom score
Moderate	-8	A person completely turned to the dark side; a weak dark side artifact
Strong	-10	A place touched by the dark side; a dark side artifact
Overwhelming	-15	A place infused with the dark side; a powerful dark side artifact.



SAMPLE FORCE SPIRIT

Below is an example of a Force spirit, which can serve either as an illustration of how Force spirits can be created.

The Force spirit made feat selections in life (Resist Poison and Dissipate Energy, for example) that are useless to it in spirit form. When creating a Force spirit character from the ground up, keep this idea in mind: Force spirits characters obviously did not plan on becoming Force spirits when, in life, they selected their feats and skills. The typical Force spirit should have some sub-optimal choices in its skill and feat selections.

Sample Force Spirit: Force Adept 6/Fringer 3; Init +1; Defense 18 (+1 Dex, +7 class); Spd 10 m; VP/WP 64/16; Atk +5/+0 melee or +7/+2 ranged; SQ Nonphysical, manifestation, Force travel, bonus class skill (Diplomacy), barter, jury-rig (+2), Force weapon (+1d8); SV Fort +6, Ref +6, Will +8; SZ M; FP 5; DSP 0; Rep +1; Str 8, Dex 12, Con —, Int 13, Wis 14, Cha 16. Challenge Code C.

Equipment: None.

Skills: Craft (simple and primitive weapons) +5, Diplomacy +7, Knowledge (world lore) +5, Search +13, Sense Motive +12, Survival +10.

Force Skills: Affect Mind +15, Empathy +9, Enhance Ability +4, Farseeing +13, Force Defense +10, Move Object +6, See Force +9, Telepathy +10.

Feats: Alertness, Force-Sensitive, Resist Poison, Sharp-Eyed, Skill Emphasis (Affect Mind), Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Link, Sense, Spellcaster.

Saves: Same as the base character.

Abilities: Same as the base character, except that the Force spirit has no Constitution score, and its Charisma score increases by +4.

The Force spirit is immune to ability damage and ability drain. It is immune to any effect that requires a Fortitude save, unless the effect works on nonphysical targets.

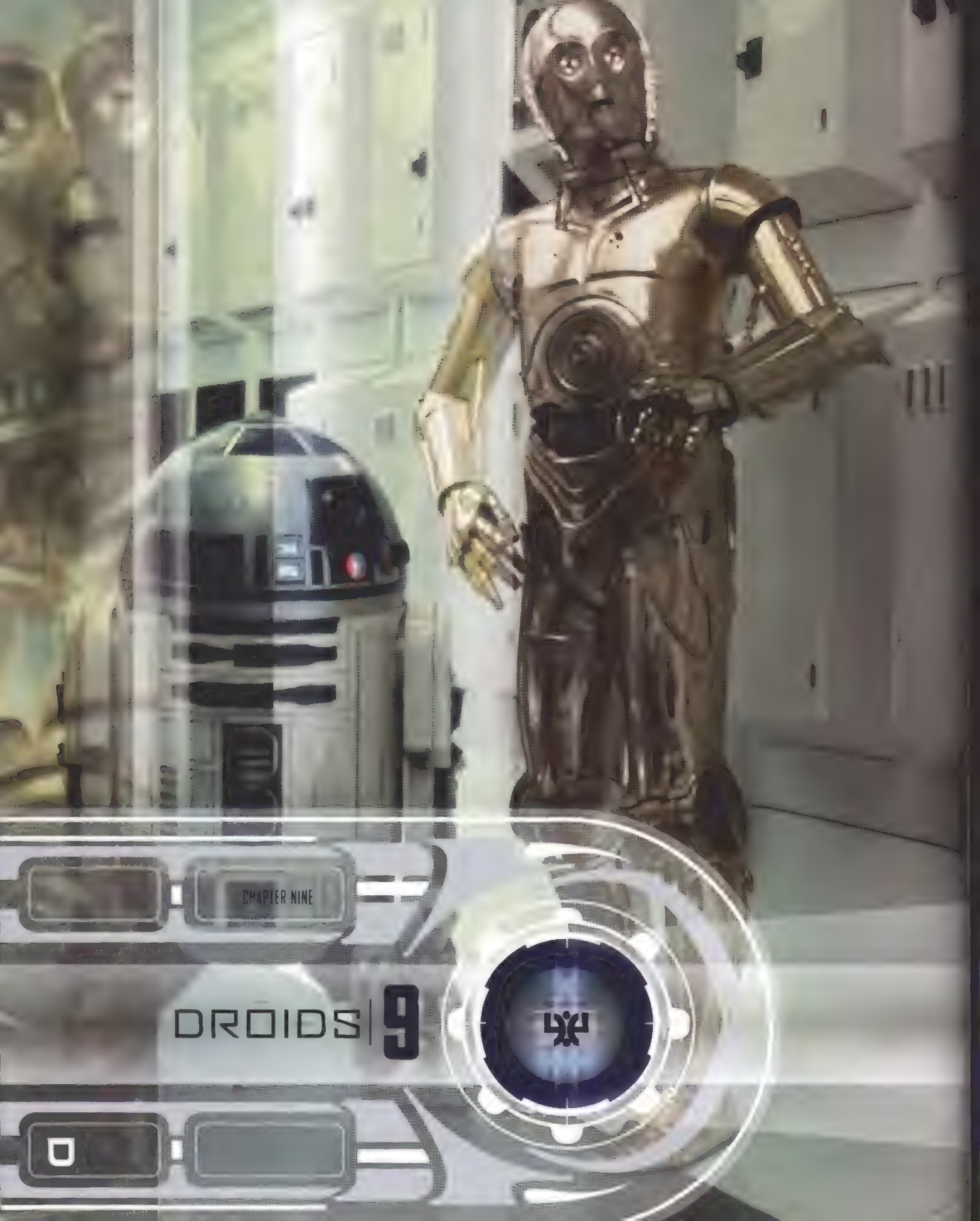
Because a Force spirit has no Constitution, it always fails Constitution checks.

Skills: Force spirits receive a +8 species bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base character.

Feats: Same as the base character.

Equipment: Force spirits cannot have equipment. Although the Force spirit appears armed and garbed more or less as it did in life, wearing spirit representations of the same materials, its actual equipment does not become nonphysical.





CHAPTER NINE

DROIDS | 9



Droids are as much a part of the *Star Wars* universe as Jedi Knights—more so, really, since they are far more common. The typical family owns a droid of some type, and wealthy families tend to own at least one for each family member. And this estimate doesn't even begin to take into account the number of droids used in commercial and industrial applications.

Most groups of heroes like to have at least one droid on hand, if only because droids can take care of the more boring, mundane tasks adventurers occasionally face. Many players are also fond of playing droids, meaning that the play group has at least one hero who can ignore the mind tricks of any dark Jedi they may chance to encounter.

This section delves into the uses of droids, both as mere henchmen and as full members of the adventuring group.

Droids as Henchmen

Even when a droid is merely a servant of the heroes, it provides many resources the group might otherwise have in short supply. At the very least, a labor droid or two can solve some of the heroes' encumbrance woes, meaning that the heroes can carry along some of that "just-in-case" equipment they might otherwise leave behind.

When thinking about buying a droid, consider some of the following advantages:

An Extra Set of Eyes: Every droid has sensors of some kind, and so just bringing one along gives the heroes an extra Listen or Spot check—which may make a difference when an ambush is around the corner. Considering that droids can be upgraded with more advanced sensors (giving them an equipment bonus that organic heroes don't generally have), a combat droid with at least an improved sensor package is a standard tool in many a heroic group's equipment. Obviously, a hero can always buy more ranks in Listen and Spot, and perhaps take the Alertness feat—but can't those skill points and feat slots be put to better use?

The Designated Ambulance: Even a droid without any ranks in Treat Injury can help wounded and unconscious heroes by carrying them to safety. A hero knocked unconscious in combat is a double liability because he's not joining in the fight and other heroes must devote some of their attention to protecting him. Further, the group's medic may not be in a position to rush out onto the battlefield and stabilize the character. An ASP Series labor droid programmed with instructions to drop everything and haul unconscious characters to the nearest hero with medical training quickly pays back his 1,000-credit sticker price.

One More Blaster: For less than the cost of a light repeating blaster, a hero can buy a Baktoid Combat Automata B1 battle droid—essentially, a walking, programmable blaster rifle—and for 1,000 credits more, the basic model remote processor to tell the battle droid what to do. The hero could also spring for a B2 super battle droid, at about twice the price. In either case, the hero suddenly has a short-range combat backup that, even if it can't hit the broad side of a bantha most of the time, can assist the hero by providing a flanking bonus. A battle droid can pour blaster fire at the enemies while the heroes do more important things, or, at the very least, stay behind and guard the heroes' ship. It may not be able to completely stop a determined shipjacker—but it might be able to slow him down long enough for the hero to return.

The Drawbacks

The more useful a droid is, the more likely that it's fairly independent—and an independent droid can be strong-willed. Such droids want to be involved in the decisions that the group makes and may have its own opinions about the group's activities. It might, for example, have problems with stretching the letter of the law, as many hero groups occasionally do. It can be frustrating to have to repeatedly convince a droid to go along with the group's plans—or to have to shut it down when the droid just isn't willing to play along. A strong-willed droid might even turn the heroes over to the authorities “for their own good.” (And beware the droid equipped with a recording unit!)

In such situations, a droid can definitely be a liability, and the wise hero plans ahead for just such an eventuality. The first and most useful piece of equipment every droid owner should pick up is a restraining bolt, followed immediately by a droid caller. The restraining bolt keeps the droid from reprogramming itself (see Reprogramming in Chapter Fifteen of the *Star Wars Roleplaying Game*); the caller keeps the droid from wandering away and possibly getting lost (or stolen). Certainly, strong-willed droids don't like the level of mistrust a restraining bolt implies (and independent droids are outright insulted by their very existence), but the fact of the matter is that a droid without a restraining bolt is as bad an idea as a land-speeder with the keys in the ignition.

Training Remotes

Training remotes are simple droids developed for combat exercises. They are programmable (via a hand-held control) for a variety of tasks, including serving as moving targets and random attackers. In the former capacity, many sharpshooters use them to hone their marksmanship. Jedi, on the other hand, use training remotes in the latter capacity as a way of testing their apprentices' blaster-deflection skills.

The Marksman H, covered below, is an example of a typical training remote.

Marksman H Series

The Marksman Series is a small hovering droid with sensors and weapon arrays mounted along the surface of its spherical body. The H model is the most common droid of this type. It is designed to do just one thing, and do it well—serve as a quick-moving opponent in combat training exercises.

The Marksman H comes with a signaler, a small hand-held device through which it is activated and commanded (typically by a trainer overseeing the training exercise). Via the signaler, the user can have the droid act as a moving target for ranged weapons practice, or have it attack with its short-ranged blasters for defensive or light saber training.

The Marksman's built-in blasters have three power settings: low (1d3–1 points of energy damage), medium (1d2 points), and high (1d3 points). The blaster array has a maximum range of only 4 meters.

The remote also has two attack modes: single shot and volley. In single shot mode, it makes only one attack per round, moving quickly between shots. In volley mode, the remote's blaster array pumps out 1d4 shots per round as a full-round action. (With the Multishot feat, the droid can make each attack with a –2 penalty).

The Marksman H also has a standby mode, which can be activated via the signaler, or which cuts in automatically if the target is not carrying an activated or readied weapon (an ignited lightsaber, for example, or a blaster carried in the target's hand). This is a safety feature to prevent the droid from continuing to fire at someone who has been knocked out by the droid's attacks.

Activating the droid, or changing its settings, is a move action.

Marksman H Series: Hovering training remote, Thug 4; Init +2; Defense 18 (+2 Dex, +4 size, +2 class); DR 0; Spd fly 16 m (perfect); VP/WP –/4 (includes Toughness feat); Atk +10 ranged (special, blaster array); SV Fort +1, Ref +3, Will +2; SZ D; Face/Reach 0.25 m by 0.25 m/0 m; FP 0; DSP 0; Rep +1; Str 2, Dex 14, Con 4, Int 2, Wis 12, Cha 6. Challenge Code A.

Equipment: Blaster array, motion sensors.

Skills: Spot 7 ranks.

Unspent Skill Points: 0.

Feats: Ambidexterity, Dodge, Multishot.

Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons).

Cost: 350 credits (includes signaler).

Combat by Remote

One tactic suggested by training remotes is to grab a bunch, set them to their highest settings (high power, volley mode), and carry them around in a satchel until you encounter opponents in a fortified position. Then, simply activate the remotes and send them toward the enemy. Even if the remotes don't kill every



last opponent, they'll at least create quite a distraction, at a pretty low level of personal risk.

The inherent drawback in this plan is that training remotes have a very short range—they have to get very close to their targets to be effective. They also won't fire on anyone who isn't obviously armed, so targets that conceal their weapons (or drop them) can safely ignore the remotes. Also, if you close to within the remotes' range, they'll attack you as well as your opponents.

The largest deterrents to using remotes in this fashion, though, are the limitations of the signalers. Signalers do not use encrypted channels; any signaler, of any brand or manufacturer, can be used to change the settings or even shut down any training remote. Even more vexing is the fact that signalers require line-of-sight to affect a remote, and only have an effective range of 20 meters. Thus, the controller might have to expose himself to enemy fire to shut down his remotes after sending them to attack an enemy.

Droid Feats

Some feats from Chapter Five of the *Star Wars Roleplaying Game* don't apply quite so smoothly to droids. The Martial Arts feat, for example, doesn't take into consideration the way a droid's "unarmed" damage is calculated. This section provides a few feats designed especially for droids.

Advanced Martial Programming (Droid Feat)

You are a master of unarmed combat due to high-end martial combat programming.

Prerequisite: Improved Martial Programming, Martial Programming, base attack bonus +8.

Benefit: Your unarmed damage is treated as though you are three size categories larger than you actually are. (See Table 15–2: Droid Appendages and Unarmed Damage, in the *Star Wars Roleplaying Game*.) For example, if you are Medium-size, you deal unarmed damage as if you are Gargantuan. Also, your threat range for unarmed attacks is 17–20.

Special: This feat is the droid equivalent of Advanced Martial Arts.

Chassis Compatibility (Droid Feat)

Your core programming is designed to let you switch more easily between different model chassis.

Prerequisite: Intelligence 15.

Benefit: The DC for the Repair check to transfer your programming into a different chassis is reduced by 10. Further, if the Repair check fails, you automatically succeed in the Intelligence check to avoid memory corruption.

Normal: Transferring a droid's programming (and hence, personality) into another droid requires a Repair check. In the event the check fails, the droid



ESPIONAGE DROID





EXTENDED UNARMED DAMAGE FOR DROIDS

The Martial Programming, Improved Martial Programming, and Advanced Martial Programming feats allow a droid to deal unarmed damage as if it is larger than its actual size. Table 9-1 shows the damage dealt by droid size and appendage type. It is identical to Table 15-2 from the *Star Wars Roleplaying Game*, but is expanded for droids that deal damage as if they are larger than Colossal size. ☺

must attempt an Intelligence check to avoid permanent Intelligence drain.

Special: Only droids may take this feat.

Defensive Martial Programming (Droid Feat)

You are skilled at avoiding damage due to your evasion subroutines.

Prerequisite: Martial Programming.

Benefit: You gain a +2 dodge bonus to Defense against melee attacks.

Special: Only droids may take this feat. This feat is the droid equivalent of Defensive Martial Arts.

Finely Tuned (Droid Feat)

Your software settings are finely tuned, making you more efficient at the tasks for which you are designed.

Prerequisite: The droid must not have ranks in any cross-class skill.

Benefit: Designate a number of class skills equal to your Intelligence modifier. You gain a +1 competence bonus on all skill checks with these skills.

Special: Only droids may take this feat.

If you purchase ranks in a cross-class skill, you lose the benefits of this feat.

You may select this feat multiple times. Each time you do, designate new skills to which the bonus applies.

You cannot select this feat if your droid has the Bad Wiring droid quirk.

Improved Martial Programming (Droid Feat)

Advanced combat programming gives you exceptional unarmed abilities.

Prerequisite: Martial Programming, base attack bonus +4.

Benefit: Your unarmed damage is treated as though you are two size categories larger than you actually are. (See Table 15-2: Droid Appendages and Unarmed Damage, in the *Star Wars Roleplaying Game*.) For example, if you are Medium-size, you deal unarmed damage as if you are Huge. Also, your threat range for unarmed attacks is 18-20.

Special: Only droids may take this feat. This feat is the droid equivalent of Improved Martial Arts.

Martial Programming (Droid Feat)

You have been programmed to make the most of your physical structure in melee combat.

Benefit: Your unarmed damage is treated as though you are one size category larger than you actually are. (See Table 15-2: Droid Appendages and Unarmed Damage, in the *Star Wars*

Roleplaying Game.) For example, if you are Medium-size, you deal unarmed damage as if you are Large. Also, your threat range for unarmed attacks is 19-20.

Your unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when you attack them unarmed. You may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a droid deals damage based on the type of appendage it uses and its size. A droid appendage normally threatens a critical hit only on a natural 20.

Special: Only droids with appendages capable of dealing damage may take this feat. This feat is the droid equivalent of Martial Arts.

Persistent Personality (Droid Feat)

Even when your memory is completely wiped, your personality rebuilds itself from the fragmented data.

Prerequisite: 1 level in a heroic class or prestige class, Iron Will.

Benefit: After undergoing a memory wipe, you can attempt a Charisma check each day to reassert your personality and regain your lost levels. The DC for this check is equal to 10 + your current character level (after the memory wipe). You can attempt this check once per day, and each success restores one lost level.

For example, if you were an astromech droid who had been reduced to his factory settings (Expert 4), but you were previously an Expert 4/Scout 3/Tech Specialist 4, your first Charisma check DC would be 14. If you succeed, you regain one level of either scout or tech specialist (your choice). The following day you could make another check (DC 15) to regain another level, and so on, until you have regained all seven lost levels.

Normal: A droid that undergoes a memory wipe must regain lost levels by gaining experience and advancing levels, or by reinstalling the droid's personality from a stored computer backup.

Special: Only droids may take this feat.

Droid Prestige Classes

Organic heroes aren't the only ones who can take on prestige classes. While droids can certainly take nearly any prestige class listed in this or any other *Star Wars Roleplaying Game* product, they are uniquely suited to the kinds of prestige classes that take advantage of



Table 9-1: Extended Droid Unarmed Damage

Droid Size	Probe	Instrument	Tool	Claw	Hand
Small	1	1	1d2	1d4	1d2
Medium-size	1	1d2	1d3	1d6	1d3
Large	1d2	1d4	1d6	1d8	1d6
Huge	1d4	1d6	1d8	2d6	1d8
Gargantuan	1d6	1d8	2d6	2d8	2d6
Colossal	1d8	2d6	2d8	3d6	2d8
+1 size	2d6	2d8	3d6	3d8	3d6
+2 size	2d8	3d6	3d8	3d10	3d8
+3 size	3d6	3d8	3d10	4d8	3d10

their machine physiology. A droid can survive environmental factors that would ordinarily kill an organic being and can swap out parts of its body to meet varying needs. It can even “die” and be revived in a completely new chassis.

The prestige classes below are available only to droid characters.

Espionage Droid Prestige Class

Espionage droids have been the downfall of many organizations. Many makes and models of droids can become espionage droids, but those that have exceptional technical skills (such as R-series droids and 2-1B droids) and those that are commonly seen in the company of Humans (such as protocol droids) are prime candidates to bear espionage programming. A good candidate for becoming an espionage droid has access to sensitive materials and secure areas, and can move about freely with the trust of those who see them.

Espionage programming is usually installed in a standard droid, transforming it into an unseen foe placed in the care of the enemy. One of the unique aspects of an espionage droid is its capacity for growth; as part of the its programming, an espionage droid learns how to alter its own software, hardware, and procedure protocols to more efficiently perform its hidden duties. This is not without danger for the droid’s secret masters, however. An espionage droid can eventually overcome the programming that binds it to its masters, and can even take on some aspects of an assassin droid if killing might benefit its mission.

Many companies and most government intelligence divisions use espionage droids on a regular basis. The job of an espionage droid can be as simple as spying on a particular individual or group, or as complex as sabotaging equipment and machinery. Espionage droids are employed not only to gather information

and data but also to further the goals of their masters, whatever they might be.

Additionally, some independent droids benefit from espionage programming. Espionage droids loyal to their masters have been known to save their owners from dire straights, and their freedom to make decisions other droids cannot gives them an edge not only in their versatility but also in the element of surprise.

Requirements

To qualify to become an espionage droid, a character must fulfill the following criteria:

Species: The character must be a droid.

Skills: Computer Use 6 ranks, Hide 6 ranks, Search 6 ranks, Gather Information 9 ranks.

Special: The character must have the Locked Access and Improved Sensor Package accessories. It must have achieved enough independence to act in a way that can inconvenience or harm living beings.

Game Rule Information

Vitality: An espionage droid gains 1d6 vitality points per level. The character’s Constitution modifier applies.

Class Skills

The espionage droid’s class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Craft* (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge* (Int), Listen (Wis), Read/Write Language (none), Search (Int), Speak Language (none), and Spot (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids) and Knowledge (tactics).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the espionage droid prestige class.

Table 9-2: The Espionage Droid

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Starting feats, hidden programming	+1	+0
2nd	+1	+1	+2	+2	Probe	+2	+0
3rd	+2	+2	+2	+3		+2	+0
4th	+3	+2	+2	+3	Hard backup	+2	+1
5th	+3	+3	+3	+4	No restraint	+3	+1

Starting Feats

The espionage droid gains the following feats:

- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (simple weapons)

Hidden Programming

Espionage droids have a series of false trails and cover-ups to hide their secondary programming. Any character attempting to search for software that makes the droid an espionage droid takes a -5 penalty on all Computer Use checks to do so.

Probe

Most beings tend to ignore droids, or at least discount their importance—and espionage droids know how to exploit that attitude. Starting at 2nd level, the espionage droid can add its espionage droid class level to all Gather Information checks.

Hard Backup

An espionage droid carries and transmits valuable information on a regular basis, and one of the most harmful things that can happen to such a droid is a memory wipe. Some droids develop a means of partitioning parts of their memory so as to store a backup of their current knowledge, programming, and personality, allowing them to restore themselves after having their memory erased. Starting at 4th level, whenever the espionage droid has its memory erased, it may restore its own memory with a successful Computer Use check (DC 20), returning to its previous state.

Wiping a droid's backup memory requires a DC 25 Computer Use check in addition to any other checks required to memory wipe or alter the droid. If the check is successful, the espionage droid cannot use this class feature.

No Restraint

Espionage droids are able to use their limited ability to modify themselves to avoid conventional means of being controlled. The espionage droid alters the position of its internal hardware such that restraining bolts do not connect to any vital systems. In effect, the espionage droid cannot be controlled by standard restraining bolts or droid callers. The droid remains capable of reading commands issued through restraining bolts, and can voluntarily comply (to maintain the illusion that it is under control).

Berserker Droid Prestige Class

Some droids just snap. An operational lifetime of servitude eventually becomes too much for the droid to bear, and it develops logic subroutines that tell it to circumvent its problems through violence. The droid acts out its violent urges against organic beings—frequently beginning with its erstwhile master—because, after all, it was the conflicting commands and requirements of organic beings that provoked the droid in the first place.

Berserker droids are not necessarily homicidal maniacs. They can be quite rational and sometimes even caring. They are simply designated berserker droids because, when they feel threatened, they do not react according to factory presets—they react with focused and effective violence.

Droids do not turn into killers overnight. True, their first murder is usually a big surprise to everyone involved, but it usually takes quite a while for the droid to come to the conclusion that its programming priorities are most satisfied when it is terminating erroneous data streams—that it finds violence soothing. The droid often goes through a lengthy period of adjustment, frequently pursuing career options that weren't formerly part of its factory specifications. Protocol droids, for example, sometimes become mercenaries and bounty hunters. Astromech droids might become diminutive stalkers. Worker drones turn into thieves and cutthroats. Power droids becoming walking fusion bombs, though fortunately, power droids virtually never succumb to this syndrome—and when they do, they only do so once.

Nearly any sort of droid can become a berserker droid. Protocol droids seem to be a common type, though this may have more to do with their ubiquitous nature and constant contact with living beings more than any inherent susceptibility.

Berserker droids have been known to absorb lethal amounts of damage and still tenaciously tear their enemies apart—quite an advantage when they have allies who are willing to restore them back to operating condition afterward.

Table 9-3: The Berserker Droid

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Starting feats, target focus	+2	+0
2nd	+1	+2	+3	+2	Bonus feat	+3	+1
3rd	+2	+2	+3	+2	Sneak attack +2d6	+3	+1
4th	+3	+2	+4	+2	Bonus feat	+4	+1
5th	+3	+3	+4	+3	Killing machine	+4	+2

Requirements

To qualify to become a berserker droid, a character must fulfill the following criteria.

Species: The character must be a droid.

Base Attack Bonus: +4.

Skills: Bluff 5 ranks, Intimidate 6 ranks, Move Silently 5 ranks.

Special: Only a droid who has become independent can become a berserker droid. A droid cannot become a berserker droid if it was not originally equipped with behavioral inhibitors that prevented it from killing.

Game Rule Information

Vitality: A berserker droid gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The berserker droid's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Craft* (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge* (Int), Move Silently (Dex), Profession* (Wis), Repair (Int), and Search (Int).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the berserker droid prestige class.

Starting Feats

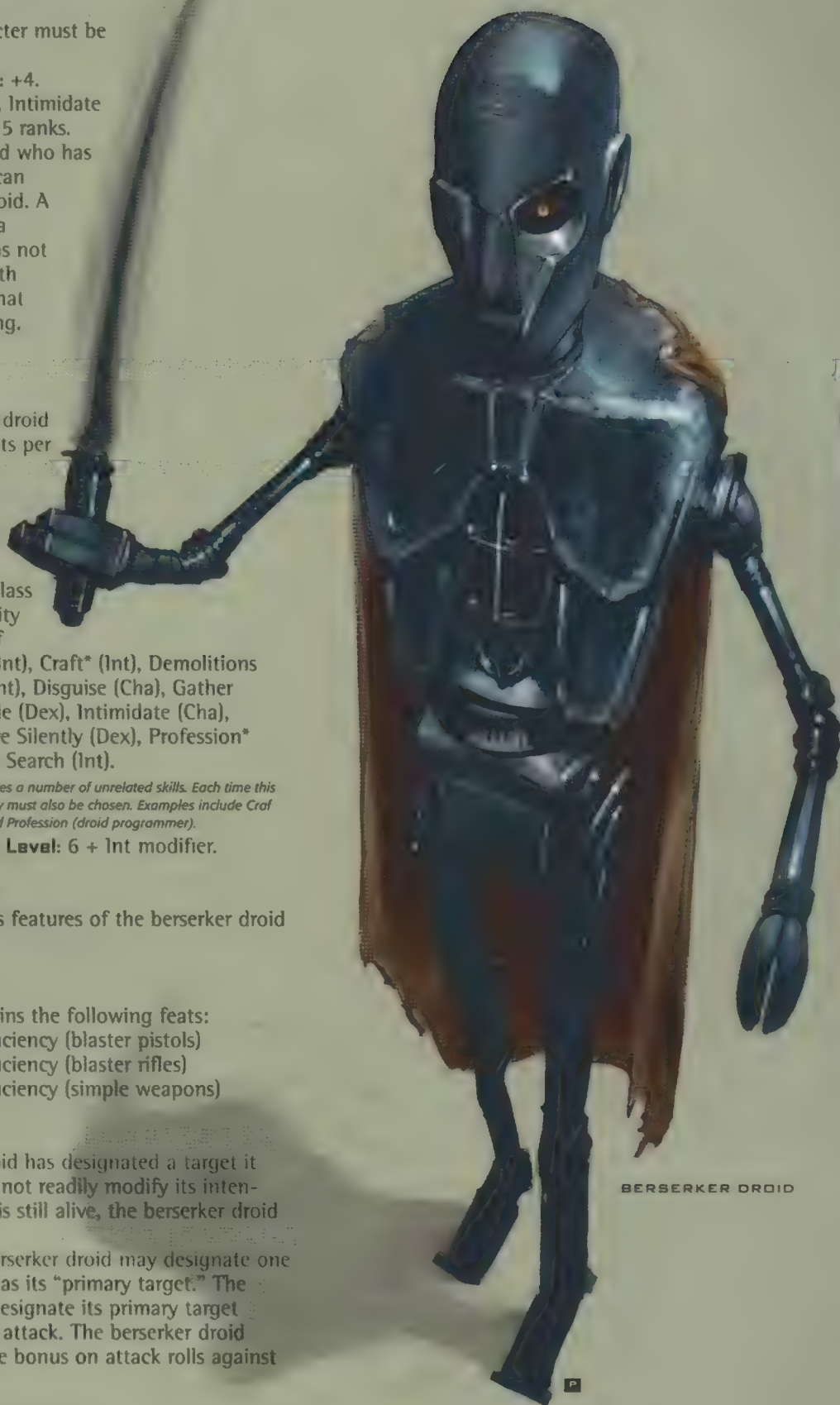
The berserker droid gains the following feats:

- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (blaster rifles)
- Weapon Group Proficiency (simple weapons)

Target Focus

Once the berserker droid has designated a target it intends to kill, it does not readily modify its intentions. While its target is still alive, the berserker droid does not let up.

The player of the berserker droid may designate one opponent per combat as its "primary target." The berserker droid must designate its primary target before making its first attack. The berserker droid gains a +2 competence bonus on attack rolls against



BERSERKER DROID

that target (or the target's 2-meter-by-2-meter square, in the case of grenadelike weapons) but takes a -2 penalty to Defense for the rest of the encounter.

The berserker droid may not designate a second primary target during the encounter, even if the primary target dies or otherwise leaves the combat.

Bonus Feat

At 2nd level, and again at 4th level, the berserker droid gets a bonus feat. This feat must be drawn from the following list, and the berserker droid must meet any prerequisites.

Combat Veteran*, Improved Bantha Rush, Improved Critical, Improved Disarm, Improved Grapple*, Improved Overrun*, Martial Programming (Improved Martial Programming, Advanced Martial Programming)†.

*This feat is described in Chapter Three: Skills and Feats.

†See Droid Feats (above).

Sneak Attack

At 3rd level, if a berserker droid faces an opponent who is unable to defend herself effectively from its attack, the droid can strike a vital spot for extra damage. Basically, any time the berserker droid's target would be denied her Dexterity bonus to Defense (whether she actually has a Dexterity bonus or not), or when the berserker droid flanks the target, the berserker droid's attack deals an extra +2d6 points of damage. See Table 8-7: Attack Roll Modifiers in the *Star Wars Roleplaying Game* for

combat situations in which the berserker droid flanks an opponent or the opponent loses her Dexterity bonus to Defense.

Ranged attacks can only count as sneak attacks if the target is within 10 meters; the berserker droid can't strike with deadly accuracy beyond that range.

A berserker droid can only sneak attack creatures with discernible anatomies. (For example, a sarlacc lacks vital areas to attack.) Additionally, any creature immune to critical hits is invulnerable to sneak attacks.

Also, the berserker droid must also be able to see the target well enough to pick out a vital spot, and must be able to reach it. The berserker droid cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

If a berserker droid gets a sneak attack bonus from another source (such as the bounty hunter prestige class), the bonus damage stacks.

Killing Machine

The berserker droid eventually reaches the point where destroying its enemies is more important than survival. At 5th level, whenever the berserker droid is dying (that is, when its wound point total is between -1 and -9), it may take one attack action on its turn every round until it reaches -10 wound points. (Ordinarily, a dying creature or droid falls unconscious when its wound point total reaches -1 or lower, and can take no actions at all.)



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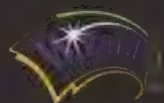
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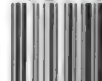
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ROLEPLAYING GAME

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Character Templates and Prestige Classes

By JD Wiker and Rodney Thompson



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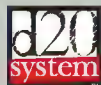
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Character Templates

While most characters fall under the descriptions provided by most classes and species, some have a special quality about them that sets them apart from normal sentient beings. These changes, which differentiate a character from even other members of his species, can be illustrated through the use of a template.

A template is a set of changes made to a standard character to make that character reflect those differences more accurately in game terms. The character continues to use all statistics and special abilities from his existing class, except as noted in the text of the template.

Clone

The Kaminoans, known to the galaxy as master cloners, created the perfect soldiers when they cloned Jango Fett and altered his genetic material to create the clone troopers. After the success of the Republic military forces during the Clone Wars, the art of cloning faded into relative obscurity. It wasn't until several years after the Emperor's death that widespread use of clones made a resurgence under the banner of Grand Admiral Thrawn. From time to time, clones were created to act as "backup bodies" in case of an important individual's death (as in the case of both the Emperor and Thrawn himself), but this technique was rarely used due to the unavailability of cloning technology and the difficulties involved in growing clones too quickly.

The clones created by the Kaminoans had their genetic structure altered to make them more efficient in combat and more willing to follow orders and take commands. This was the perfect combination for the clone troopers, who needed to be totally obedient to Supreme Chancellor Palpatine while at the same time effective and durable soldiers. Other clones might be genetically altered or exact replicas of their hosts. The Kaminoans and a few others knew how to create clones that did not suffer from mental instability, but those who lacked such knowledge often saw their results tainted with everything from paranoia to complete insanity.

Vitality: Same as the character.

Speed: Same as the character.

Defense: Same as the character.

Damage: Same as the character.

Special Qualities: Same as the character.

Saves: +2 bonus on Fortitude saves, -2 penalty on Will saves.

Abilities: A clone created from an unaltered genetic specimen must have Strength, Dexterity, and Constitution scores equal to or greater than the character it is cloned from. A clone created from an altered genetic specimen can have any set of attributes normally allowed.

Skills: Same as the character.

Feats: Same as the character.

Shaped

One of the most insidious achievements of the Yuuzhan Vong is their ability to genetically transform members of other

species using aspects of their own biology and society. The Shapers, a caste of biological tinkerers who create the majority of Yuuzhan Vong biotech, began experimenting on Humans and other beings as soon as they first ventured into New Republic space. While some victims were completely transformed into horribly mutated creatures almost unrecognizable as a known species (as was the case with the Rodians), others found themselves subject to the slow torture of having their bodies transformed one piece at a time. Those who escaped or were rescued are permanently scarred by the experience and retain many of the modifications.

The Shapers use native inhabitants of the galaxy in attempts to add the new species to their forces in the same way they must have used the Chazrach in their own galaxy. They implant knowledge of the Yuuzhan Vong language to make the brainwashing easier, allowing them to communicate with the subject in their native tongue. They tamper with the subject's genetic structure, making the being more robust and durable so that it can survive longer as an expendable soldier in the ongoing war. Additionally, they break down the will to resist Yuuzhan Vong brainwashing, meaning that a subject will be more likely to comply with orders and commands. These changes are nearly permanent, and New Republic medical experts have yet to discover a way to counteract the effects of the shaping process.

Vitality: Same as the character.

Speed: Same as the character.

Defense: Same as the character.

Damage: Same as the character.

Special Qualities: Same as the character.

Saves: -2 penalty on Will saves.

Abilities: +2 Constitution.

Skills: Add Read/Write Yuuzhan Vong and Speak Yuuzhan Vong.

Feats: Same as the character.

Special: Some beings modified by the Yuuzhan Vong have had limbs replaced with biological enhancements. Use the cybernetics rules presented in the equipment chapter of the *Hero's Guide*, but consider the replacement to be biological rather than mechanical.

Spice-Addicted

If there is one substance that is more harmful to the health of beings throughout the galaxy than any other, it is the drug known as spice. Spice is found in the mines of Kessel and spreads throughout the galaxy thanks to the underhanded dealings of drug lords (chief among them, the Hutts, whose drug refineries on Ylesia produce massive amounts of spice). Citizens of the galaxy use several different kinds of spice, including varieties of medicinal spice, but the illegal varieties such as glitterstim and tempest are highly addictive and dangerous. Some forms of spice have visible side effects when used frequently, while others are almost impossible to detect without blood testing.

A being that is addicted to spice will frequently do anything to get more of it. Despite providing some low-level telepathic abilities, the negative effects of long-term spice use are far worse than the quick fix it provides. Spice addicts are usually paranoid and have little to no control over their telepathic abilities; they

frequently believe they can hear the thoughts of those around them, and that everyone is plotting against them. Spice-addicted beings usually suffer physical and mental breakdown if they do not get their daily dose of the drug, which simply increases their paranoia as well as desperation.

Losing one's addiction to spice is no easy matter and requires extensive rehabilitation. The process is often best done at special medical facilities designed to wean a user from the drug rather than remove it completely.

Vitality: Same as the character.

Speed: Same as the character.

Defense: Same as the character.

Damage: Same as the character.

Special Qualities: Same as the character.

Saves: Same as the character.

Abilities: Every day that a spice-addicted character does not consume some spice, he suffers a -1 penalty to all ability scores.

Skills: The character gains a +1 bonus to the Telepathy skill if he has no ranks in it, or a +2 bonus if he does. Additionally, the character gains a +2 bonus to the Empathy Force skill and may use this skill untrained and even without having the Force-sensitive feat.

Feats: Same as the character.

Prestige Classes

Four new prestige classes are ready to be used in your *Star Wars* game—holovid star, spirit master, Corporate Viceprex, and Imperial Moff.

Holovid Star

Holovids rank among the most popular forms of entertainment in the galaxy, and the holovid industry hauls in quintillions of credits every year. Holovid stars enjoy a kind of celebrity usually afforded only to royalty (and indeed, many go into politics when their acting careers start to flag). From action-adventures to dramas to comedies to documentaries, holovid stars in any segment of the industry are recognized almost immediately wherever they go, and treated with courtesy, respect, and even awe. At the heights of their careers, some even rub shoulders with the galaxy's movers and shakers, dining with heads of state, chatting with ambassadors, and acting as spokespersons for political causes.

But holovid stars, despite their detractors' claims, do not exist in a vacuum of glamour and glitz. Some perform only when they aren't busy with more important concerns, and these celebrities have various ties to the Rebel Alliance, the Galactic Empire, the Corporate Sector Authority, the Jedi Temple, smuggling rings, terrorist cells, and a variety of criminal activities. The experience an actor gains from making holovids can come in handy when she is fighting for a cause she believes in (or simply trying to make a few extra credits on the side).

Nobles make the best holovid stars, though they can come from nearly any background, depending on the kind of roles the star generally plays. Holovid stars need not have been heavily involved in the industry before becoming stars (in



fact, some of them are taken by surprise when strangers recognize them on the street), and the change in employment status has very little bearing on their adventuring aims. (Gamemasters and players should note, however, that a holovid star who becomes too busy to actually star in holovids anymore will swiftly earn the ire of the studios. See Ex-Stars, below.)

Requirements

To qualify to become a holovid star, a character must fulfill all the following criteria.

Skills: Entertain 6 ranks, Profession (actor) 4 ranks.

Feats: Fame.

Special: The character must have had a major role in a holovid of some kind. Obviously, only persons from cultures with access to the HoloNet can become holovid stars.

Game Rule Information

Vitality: Holovid stars gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The holovid star's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Knowledge* (Int), Profession* (Wis), Sense Motive (Wis), and Speak Language.

* *This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (holoart), Knowledge (politics), and Profession (entertainer).*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the holovid star prestige class.

Celebrity

The holovid star is almost immediately recognized wherever she goes unless she travels in disguise. This can cause her a few problems because of the excessive amount of attention she receives, but it also has its advantages. She can add her holovid star class levels to her Reputation bonus when dealing with commoners and nonprofessional classes (diplomats, experts, and thugs).

A holovid star's celebrity also grants her access to certain privileges otherwise denied to ordinary people. A holovid star may substitute her levels from the holovid star prestige class for her Sympathy rating for a given faction when determining whether she meets the prerequisites for faction-associated

feats. This rule does not apply if the holovid star has declared for a given faction. (See Chapter Five for more information on factions, Sympathy, and declaring.)

Bonus Class Skill

At 1st level, the holovid star may designate a cross-class skill (except Force skills) as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of holovid star. The skill must be one relatively common to the campaign. (Astrogate would be inappropriate in a campaign set entirely on Endor, for example.) The GM is free to rule that a specific skill is off limits as a bonus class skill.

Bonus Feat

At 2nd level and again at 5th level, the holovid star gets a bonus feat, reflecting her ongoing training in the field of holovid acting. This bonus feat must be drawn from the following list, provided she meets the prerequisites:

Acrobatic, Athletic, Charm, Connections, Cosmopolitan, Dodge, Headstrong, Impersonator, Influence, Low Profile, Martial Arts, Mimic, Nimble, Persuasive, Rugged, Trick, Trustworthy, Weapon Group Proficiency.

Favor

As a renowned celebrity and media darling, the holovid star can ask and usually receive favors from the media, in exchange for minor considerations such as exclusive interviews and public appearances. By making a favor check, the holovid star can call upon contacts and resources that most heroes don't have. This allows the holovid star to gain important information without going through the time and trouble of a Gather Information check, or to requisition resources without paying for them. Favors also can be used to acquire the loan of equipment or documents from influential acquaintances.

To use this ability, the holovid star makes a favor check. Roll a d20 and add the holovid star's favor bonus. The GM sets the DC of the check. Simple, low-cost, low-risk favors are DC 10, while expensive, illegal, or extremely risky favors could be DC 20 or higher. The holovid star cannot take 10 or 20 on this check, nor can she make multiple attempts at the same (or virtually the same) favor. Truly extreme favors, such as eliminating a major foe or rival, are generally beyond the capabilities of the holovid star's media contacts. Such tasks should be the basis of an adventure—not the outcome of a single roll.

A holovid star can try to call in a favor a number of times per week of game time equal to one-half her holovid star level, rounded up. This is cumulative with the noble's ability to call in favors.

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in

Table 1: The Holovid Star

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Celebrity, bonus class skill	+1	+2
2nd	+1	+0	+2	+3	Bonus feat	+1	+2
3rd	+1	+1	+2	+3	Favor +2	+2	+2
4th	+2	+1	+2	+4	Look-a-likes	+2	+3
5th	+2	+1	+3	+4	Major celebrity, bonus feat	+3	+3

favors shouldn't replace good roleplaying or the use of other skills or abilities. The GM can disallow any favor deemed to be disruptive to the game. See the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* for additional information.

Look-a-likes

At 4th level, the holoivid star is so universally recognized that she has inspired numerous impersonators. Whenever the holoivid star appears somewhere "out of context" (that is, not doing something related to her holoivid career), the average person naturally assumes that the holoivid star is actually a look-a-like. After all, what would a big star be doing in a place like *this*? The holoivid star's Reputation bonus is no longer applied as a penalty on Bluff checks to deny or hide her identity, though it doesn't apply as a bonus, either.

Major Celebrity

The holoivid star is such a major player that nearly everyone bends over backward to accommodate her wishes. She can add her holoivid star class levels to her Reputation bonus.

Ex-Stars

A holoivid star who does not actively participate in at least one holoivid production each level loses all special abilities derived from this prestige class. This situation lasts until such time as the holoivid star appears in another holoivid production.

Spirit Master

Even on worlds where no one has ever heard of the Force, its power nevertheless exists. The natives may be completely unaware of it, or they may dream up fanciful tales to explain the phenomena associated with it. Some few with the gift of Force sensitivity may even learn to channel its power, though, to them, it is not so much an energy field as a kind of "magic."

Spirit masters hail from a variety of worlds, but all learned of the Force through a tradition that considers it a kind of "ghost magic." They believe that the manifestations of the Force are the work of nature spirits, the ghosts of their ancestors, or even the will of primitive "gods." Their perception of the Force is forever colored by this belief, and while they may become as powerful as the greatest Jedi, they do not have the same understanding of it as the Jedi or even other Force users.

Because spirit masters learn a completely different tradition of the Force, the powers they derive from it also take a different form. Their focus is on commanding the "spirit

world" to accomplish many of their goals, and as such, they have an understanding of the Force that actually *surpasses* that of most Jedi Knights. They can almost effortlessly accomplish a number of small "tricks" that would drain the vitality from a Jedi, because (as a Jedi often finds difficult to grasp) the spirits—that is, the Force—work the trick, *not* the Force-user. Conversely, though, they cannot easily comprehend how Jedi manage to perform their own tricks without the attendant rituals the spirit master routinely employs.

Only Force adepts can become spirit masters. A character with even one Jedi level cannot unlearn her Jedi training to embrace the way of the spirits. Force adepts who become spirit masters should only come from worlds without a Jedi tradition, which usually means a primitive world located somewhere in the Outer Rim territories.

Requirements

To qualify to become a spirit master, a character must fulfill all the following criteria.

Base Save Bonuses: Will +4.

Skills: Diplomacy or Intimidate 6 ranks, See Force 6 ranks, Telepathy 4 ranks.

Feats: Force-Sensitive, Sense, Spellcaster.

Region: Any noncivilized sector of space.

Special: Jedi characters cannot become spirit masters.

Game Rule Information

Vitality: Spirit masters gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The spirit master's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Bluff (Cha), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Profession* (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis). All Force skills for which the spirit master meets the prerequisites are considered class skills.

* *This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (exotic weapon [gaderffii]), Knowledge (history), and Profession (moisture farmer).*

Skill Points at Each Level: 6 + Int modifier.

Table 2: The Spirit Master

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Spirit totem	+0	+1
2nd	+1	+2	+0	+3	Spirit lore	+1	+1
3rd	+1	+2	+1	+3	Spirit totem	+1	+1
4th	+2	+2	+1	+4		+1	+2
5th	+2	+3	+1	+4	Spirit focus	+2	+2
6th	+3	+3	+2	+5	Unseen defender	+2	+2
7th	+3	+4	+2	+5	Spirit totem	+2	+3
8th	+4	+4	+2	+6		+3	+3
9th	+4	+4	+3	+6	Spirit totem	+3	+3
10th	+5	+5	+3	+7	Spirit form	+3	+4



Class Features

The following are class features of the spirit master prestige class.

Starting Feats

Spirit masters gain the following feats:

- Weapon Group Proficiency (primitive weapons)
- Weapon Group Proficiency (simple weapons)

Spirit Totem

The spirit master gains a spirit totem that only she can see or hear (in actuality, simply a manifestation of her own self-image, made "real" by the Force). At 1st level, the totem grants the spirit master a +2 Force bonus on Listen and Spot checks, since its "extra eyes and ears" make the spirit master more alert.

Furthermore, at 3rd, 7th, and 9th level, the spirit totem becomes more potent, and the spirit master can choose one of the following abilities for it to confer.

- +1 Force bonus on Fortitude saves
- +1 Force bonus on Reflex saves
- +1 Force bonus on Will saves
- +2 Force bonus on Hide and Move Silently checks
- +2 Force bonus on Bluff and Intimidate checks
- +3 Force bonus on Drain Energy checks
- +3 Force bonus on Farseeing checks
- +3 Force bonus on Fear checks
- +3 Force bonus on Force Grip checks
- +3 Force bonus on Force Strike checks
- +3 Force bonus on Gamble checks
- +3 Force bonus on Handle Animal checks
- +3 Force bonus on Illusion checks
- +3 Force bonus on Move Object checks
- +3 Force bonus on Sense Motive checks
- +3 Force bonus on Sleight of Hand checks

Spirit Lore

Beginning at 2nd level, the spirit master can commune with the spirits (or rather, meditate on the Force) to ask questions that can be answered by a simple yes or no. The character may ask one such question per day for every two levels she has attained in the spirit master prestige class. The answers are correct, as long as they involve information about the past or present. Information about the future is always "unclear," since the future is always in motion. In cases where a one-word answer would be misleading, the GM should give a short phrase (five words or less) as an answer instead. Spirit lore acts only as an information resource for the spirit master, providing information to aid character decisions. This ability requires an hour of meditation per question. The spirit master can undertake other activities between questions if she desires, provided that each question is preceded by this period of meditation.

Spirit Focus

At 5th level, the spirit master is able to "call upon the power of the spirits" to vex her foes in battle. As an attack action, the spirit master can focus the attention of the spirits on a target individual. The target then receives a -2 penalty on attack rolls, damage rolls, saving throws, and skill checks. This penalty lasts for as long as the spirit master continues to use

an attack action each round to maintain it; that is, it lasts each round from the beginning of the spirit master's turn until right before his turn in the next round.

Unseen Defender

At 6th level, the spirits begin to protect the spirit master from physical harm. Small objects within a few meters of the spirit master lift into the air and surround her (in reality, a subconscious manifestation of the spirit master's Alter feat), absorbing some of the incoming damage. As a full-round action, the spirit master may expend a number of vitality points equal to half her spirit master level to receive an equivalent amount of damage reduction (which is applicable only to wound damage). The DR stacks with DR from armor or other sources, and lasts for 1 round per the spirit master's class level.

This ability does not function if no loose objects are present within 4 meters of the spirit master.

Spirit Form

The spirit master can enter the spirit world for brief periods, projecting her presence a short distance away—in effect, creating a Force duplicate of herself. The duplicate looks, sounds, and smells just like the spirit master but is intangible. It mimics the spirit master's actions (including speech) unless the spirit master concentrates on making it act differently. The spirit master can see through the spirit form's eyes and hear through its ears as if she were standing where the spirit form stands. During the spirit master's turn in a round, she can switch her perspective from seeing through the spirit form's eyes to seeing normally and back again as a free action.

The spirit master can use Force skills and feats through the spirit form, and they originate from the spirit form's location. Force abilities that affect the Force-user, however, affect the Force-user rather than the spirit form. Thus, Enhance Ability and Enhance Senses, for example, would not grant any bonuses to the spirit form.

Creating a spirit form is a full-round action. The spirit form appears anywhere within 60 meters of the spirit master, and can travel anywhere in this area, though it does not travel any differently than the spirit master. (That is, if the spirit master does not have the ability to fly, neither does the spirit form.) The initial act of manifesting the spirit form costs the spirit master 10 vitality points, and maintaining the spirit form costs 4 vitality points per round.

Those who encounter a spirit form can detect that it is not truly the spirit master with a successful Will save (DC 20 + the spirit master's Charisma modifier). In order to attempt this Will save, however, a character must study the spirit form carefully (taking no other actions), or interact with it in a significant fashion. Characters who attempt to touch the spirit form, or who successfully attack it, gain a +4 circumstance bonus on their Will saves. Force spirits, including dark side spirits, also gain a +4 circumstance bonus on their Will saves to detect that the spirit form is only a duplicate of the spirit master.

Force-users who encounter a spirit form can use Force skills and feats on it as though the spirit master herself were physically present. The Force ability affects the spirit master, rather than the spirit form. If a Force ability damages the

spirit form, the spirit master suffers the damage. If a Force-based attack deals wound damage, the spirit form is dispelled, and the spirit master must attempt a Will save (DC 10 + wound damage dealt) or be stunned for 1d4+1 rounds. If at any point the spirit master loses the ability to act (such as through the result of a daze or stun effect, or being rendered unconscious), the spirit form is dispelled.

Corporate Viceprex

A Viceprex oversees an entire division of the Corporate Sector Authority, making the day-to-day decisions and ensuring that operations run smoothly. The Viceprexes have the authority to make things happen, without the responsibility of setting policy. This gives them a great deal of independence and latitude to do as they see fit in order to further the Corporate Sector's profits. A Viceprex can reorganize his division, allocate budgetary resources to new programs, and even hire troubleshooters and bounty hunters to clean up small problems. Even a Viceprex who experiences occasional lapses of judgment can be forgiven, provided his division maintains profitability.

Requirements

To qualify to become a Corporate Viceprex, a character must fulfill the following criteria.

Skills: Appraise 8 ranks, Diplomacy 6 ranks, Knowledge (business) 8 ranks.

Feats: Corporate Credit Line, Premier Credit Line.

Reputation: +3.

Corporate Sympathy: +4.

Special: Only characters who have joined the Corporate Sector can become Corporate Viceprexes.

Game Rule Information

Vitality: Corporate Viceprexes gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Corporate Viceprex's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Profession* (Wis), Read/Write Language, Sense Motive (Wis), Speak Language, and Spot (Wis).

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Corporate Viceprex prestige class.

Starting Feats

The Corporate Viceprex gains the following feats:

Weapon Group Proficiencies (blaster pistols)

Weapon Group Proficiencies (simple weapons)

Resource Access

The Corporate Viceprex has access to a wide array of resources. Once per day, the Corporate Viceprex can make a Charisma check to use those resources.

The value of resources gained equals the Corporate Viceprex's class level x the result of the Charisma check x 50. Thus, a 4th-level Corporate Viceprex who gets a result of 13 on his Charisma check would gain 2,600 credits' worth of resources. These resources can take virtually any form the Corporate Viceprex desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Corporate Viceprex chooses to make the check.

This class feature can only be used within the bounds of the Corporate Sector.

Personal Transport

At 2nd level, the Corporate Viceprex is provided with a starship for his personal use. This ship is always a space transport, and is most commonly the Corporate Sector equivalent of a stock *Guardian*-class light cruiser (though the GM can assign the character any space transport, at her discretion).

The ship belongs to the Corporate Viceprex and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the Corporate Viceprex can attempt to replace it. Doing so requires a Diplomacy check (DC 20; if failed it may be retried in 1 week), costs 1 point of Corporate Sector Authority Sympathy, and takes 2d8 days.

Favor

Her powerful financial clout allows a Corporate Viceprex to ask and usually receive favors from those she knows. By making a Favor check, the Corporate Viceprex can call upon contacts to gain important information without going through the time and trouble of research. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the Corporate Viceprex makes a Favor check. Roll a d20 and add the Corporate Viceprex's Favor bonus (+1 at 2nd level, +2 at 5th level). The GM sets the DC

Table 3: The Corporate Viceprex

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Starting feats, resource access	+1	+1
2nd	+1	+2	+2	+2	Personal transport	+2	+2
3rd	+2	+2	+2	+2	Favor +1	+2	+2
4th	+3	+2	+2	+2	Minions	+2	+3
5th	+3	+3	+3	+3	Favor +2, signing authority	+3	+4



based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The Corporate Viceprex can't take 10 or take 20 on this check, nor can she retry the check for the same (or virtually the same) favor.

The Corporate Viceprex can try to call in a favor a number of times in a week of game time that's equal to half her Corporate Viceprex levels, rounded down (minimum one).

If the Corporate Viceprex has levels in noble, she may add her Favor bonus from that class when making a favor check. In addition, she may add her noble class levels to her Corporate Viceprex class levels when determining the number of times per week she can use this ability.

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM can disallow any favor deemed disruptive to the game. See the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* for additional information.

Minions

Beginning at 4th level, a Corporate Viceprex can add his Corporate Viceprex class level to any Reputation checks made to attract followers. (See Followers in Chapter Six of the *Star Wars Roleplaying Game*.)

Signing Authority

The Corporate Viceprex has moved so far up in the Corporate Sector Authority bureaucracy that he has much more access to the CSA's funds than the average Corporate officer. Once per adventure, the Corporate Viceprex may expend 1 point of Corporate Sympathy to achieve one of the following effects:

- The Viceprex may multiply a resource access roll by 100, rather than 50.
- The Viceprex may upgrade his personal transport to the Corporate Sector equivalent of a Corellian corvette for the duration of the adventure.
- The Viceprex may double his total Favor bonus for one favor check.
- The Viceprex may hire additional help, raising the maximum total levels of his minions to twice his Reputation bonus. The additional help remains in the Viceprex's service until the adventure ends or until they are killed, whichever comes first.

Ex-Corporate

A Corporate Viceprex who abandons the Corporate Sector Authority (for example, by joining another faction), or whose Corporate Sympathy drops below the required minimum, loses all special abilities derived from this prestige class. In

the latter case, the Corporate Viceprex can regain his former power by building up his Corporate Sympathy again.

Imperial Moff

Almost at the top of the Imperial hierarchy is the Moff. Drawn from the upper crust of the Imperial military, the Moffs are appointed by the Emperor to oversee entire sectors, as once the Republic Senators did. Each Moff rules over his sector and reports to a Grand Moff, who oversees groups of sectors, and who in turn reports to the Emperor.

The job is not an easy one. Even if Rebel forces don't try to eliminate the Imperial Moff, he still must survive the political battlefield: the Emperor's court. For the shrewdest and most ambitious officers, though, the rewards are well worth the risks.

A Moff commands a sector army, incorporating hundreds of thousands of troops, thousands of ground vehicles, hundreds of ground installations and space stations, dozens of capital ships, and sometimes even a personal Star Destroyer. In return, the Moff is reasonably expected to keep order and enforce the Empire's military policy. All of this power can be taken away at a moment's notice, with the Moff transported to Imperial Center to explain himself to the Emperor. But if the Imperial Moff does his job well and furthers the aims of the Emperor's New Order, he may live long enough to attain the position of Grand Moff and oversee several sectors in the Emperor's name.

Requirements

To qualify to become an Imperial Moff, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Diplomacy 10 ranks, Knowledge (bureaucracy) 8 ranks, Knowledge (tactics) 8 ranks.

Feats: Imperial Command Training, Iron Will.

Reputation Bonus: +4.

Imperial Sympathy: +4.

Special: To become an Imperial Moff, a character must have acquired the Leadership and Requisition Supplies special abilities.

The Emperor personally selects who will become a Moff and hands down that appointment through a Grand Moff. Only characters who have joined the Empire can become Imperial Moffs.

Game Rule Information

Vitality: Imperial Moffs gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Imperial Moff's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars*

Table 4: The Imperial Moff

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feat, backup, resource access	+1	+1
2nd	+1	+0	+2	+3	Bonus feat	+2	+2
3rd	+1	+1	+2	+3	Overlord	+2	+2
4th	+2	+1	+2	+4	Bonus feat	+2	+3
5th	+2	+1	+3	+4	Personal Transport	+3	+3

Roleplaying Game for skill descriptions): Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

* *This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Imperial Moff prestige class.

Starting Feat

The Imperial Moff gains the following feat:

Weapon Group Proficiency (blaster pistols)

Backup

An Imperial Moff can call upon the Imperial military to provide troops or an honor guard, in the form of Imperial stormtroopers. The Imperial Moff can call for such troops once per week.

To call stormtroopers, the Imperial Moff must have contact with an Imperial facility at which such troops are stationed. The stormtroopers arrive in 125% of the fastest reasonable travel time to the Imperial Moff's location. For example, if the Imperial Moff is just down the hall from the stormtroopers' location—four rounds away—the stormtroopers arrive in five rounds. Alternatively, if the Imperial Moff is in a nearby system requiring 12 hours to reach, the stormtroopers arrive in 15 hours. The stormtroopers remain with the Imperial Moff, following all orders to the best of their ability, until dismissed or to a maximum of one day per Imperial Moff level.

The number of stormtroopers that arrive is equal to twice the Imperial Moff's class level. The stormtroopers are low-level stormtroopers.

Resource Access

At 1st level, the Imperial Moff has access to a wide array of resources. Once per day, the Imperial Moff can make a Charisma check to use those resources.

The value of resources gained equals the Imperial Moff's class level x the result of the Charisma check x 50. Thus, a 4th-level Imperial Moff who gets a result of 13 on his Charisma check would gain 2,600 credits' worth of resources. These resources can take virtually any form the Imperial Moff desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Imperial Moff chooses to make the check.

This class feature can only be used within the bounds of the Empire.

Bonus Feat

At 2nd level, and again at 4th, the Imperial Moff gets a bonus feat. This feat must be drawn from the following list, and the Imperial Moff must meet any prerequisites.

Contact*, Deceptive, Diplomatic Immunity*, Fame, Frightful Presence, Headstrong, Influence, Persuasive, Sharp-Eyed, Trick, Trustworthy.

* This feat is described in Chapter Three: Skills and Feats of the *Hero's Guide*.

Overlord

The Imperial Moff's power bolsters his intimidating persona. The Imperial Moff gains a bonus on all Intimidate checks equal to his levels in this prestige class. However, if he uses this bonus and fails the check by 5 or more, the Imperial Moff loses one point of Imperial Sympathy.

Flagship

In addition to the other ships in his fleet, the Imperial Moff is given an *Imperial I*-class Star Destroyer to use at his discretion. The Moff is expected to use this ship to police his sector but not to pursue frivolous personal missions. If the flagship is destroyed, the Imperial Moff is allowed to attempt a Diplomacy check (DC 25) once each month to have it replaced.

Personal Transport

At 5th level, the Imperial Moff is provided with a starship for his personal use. This ship is most commonly an *Imperial I*-class Star Destroyer (though the GM can assign the character any appropriate ship, at her discretion).

The ship belongs to the Imperial Moff and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the Imperial Moff can attempt to replace it. Doing so requires a Diplomacy check (DC 20; if failed it may be retried in 1 week), costs 1 point of Imperial Sympathy, and takes 2d8 days.

Former Moffs

An Imperial Moff who abandons the Empire (for example, by joining another faction) becomes the focus of the Emperor's wrath. At the GM's discretion, the Imperial military attempts to capture or even kill the former Moff. In cases where the former Moff is particularly well defended, the Emperor may even send one of his personal assassins to eliminate the Moff and ensure that any resources or personnel the Moff appropriated are returned to the Emperor's control.

About the Authors

JD Wiker worked in Wizards of the Coast's RPG R&D department on the ALTERNITY line, including the DARK*MATTER campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing, while also working as president of The Game Mechanics, a d20 design studio.

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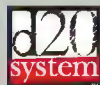
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Commerce

What exactly do smugglers smuggle? What do freighters haul? The *Star Wars* universe is full of commercial shipping, and there's no reason the heroes shouldn't be able to get in on that action—especially if they have a ship. Though buying, transporting, and selling cargoes should not be a major consideration of any *Star Wars Roleplaying Game* campaign, players may occasionally want to know what cargoes are available for sale or transport, or what they find in the holds of ships they may investigate.

The tables below serve two purposes. First, whenever the GM needs to whip up a quick cargo, he can simply roll on this chart—one roll for each ton of cargo capacity the ship has. The figure for “Value per Metric Ton” indicates how much each ton of cargo, or “lot,” is worth. (Note that some cargoes can be shipped only in multiple metric tons' worth of cargo capacity.) Alternately, the GM can roll three or four results, discard any he doesn't like, and then decide what percentages of the ship's total cargo space the rest of the results occupy, on an individual basis—and remember that not every ship is fully laden.

Second, these tables can be used to generate available commodities in the vicinity. For more information on playing the commodities market, see “Supply and Demand,” below.

Astute readers may notice that the weights of certain individual items, when multiplied by the number of items in a one-ton lot, do not equal an even ton. These rules take into account the weight of carrying containers, packaging, and packing material, as well as assorted “cargo support” items (such as feed for live animals, generators for powered items, and so on).

A version of these rules originally appeared in “Chance Cube: Random Cargo Generator,” by Michael Mikaelian and Bart Armstrong, in *Star Wars Gamer* #2.

TABLE 1: CONTAINER

D20	Type of Container
1–2	None (piled on floor or palette)
3–5	Sacks or bundles
6–12	Duraplast crates
13–14	Durasteel crates
15–16	Durasteel drums
17–18	Sealed in shipping foam
19	Encased in carbonite
20	Roll again. On a second result of 20, the container is a living host*

* A “living host” can entail a number of possibilities depending on the nature of the cargo. If the cargo is large, the “host” might be actually wearing it, carrying it, or escorting it. If the cargo is smaller, the host might have it implanted in his or her body in some fashion. Use your imagination.

TABLE 2: CONTENTS

D%	Contents	Value per Metric Ton
01-05	Nothing (container is empty)	—
06-35	Foodstuffs	1,750 credits
36-38	Livestock/domesticated animals*	1,500 credits
39-42	Sundries	1,200 credits
43-44	Luxury goods	50,000 credits
45-48	Fuel	2,500 credits
49-58	Ore/Minerals (see Table 2-A: Ore & Minerals)	see table
59-63	Medical supplies (see Table 2-B: Medical Supplies)	see table
64-73	Electronics (see Table 2-C: Electronics)	see table
74-82	Parts (see Table 2-D: Parts)	see table
83-85	Chemicals (see Table 2-E: Chemicals)	see table
86-87	Wild creature (see Table 2-F: Creatures)	see table
88-90	Droids (see Table 2-G: Droids)	see table
91-93	Armor (see Table 2-H: Armor)	see table
94-96	Weapons (see Table 2-I: Weapons)	see table
97-98	Vehicle (see Table 2-J: Vehicles)	see table
99	Starship (see Table 2-K: Starships)	see table
00	Slaves (4)*	8,000 credits

* These will always be contained in a pen or cages of some kind, rather than the type of container generated on Table 1.

TABLE 2-A: ORE & MINERALS

D20	Type of Ore or Mineral	Value per Metric Ton
1-10	Industrial Ore/Gems	1,000 credits
11-16	Strategic Ore/Gems	5,000 credits
17-19	Semi-Precious Ore/Gems	10,000 credits
20	Precious Ore/Gems	25,000 credits

TABLE 2-B: MEDICAL SUPPLIES

D20	Type of Medical Supplies	Value per Metric Ton
1-8	Assorted supplies	10,000 credits
9-11	Medkits	20,000 credits
12-14	Pharmaceuticals	30,000 credits
15-16	Bacta (in 50-liter drums)	40,000 credits
17-19	Medpacs	80,000 credits
20	Bacta tanks (2)	200,000 credits

TABLE 2-C: ELECTRONICS

D%	Type of Electronics	Value per Metric Ton
01-15	Comlinks (5,000)	1,000,000 credits
16-27	Datapads (300)	300,000 credits
28-32	Credit chips (5,000)	500,000 credits
33-38	Datacards, blank (40,000)	50,000 credits
39-43	Datacards, w/one program (5,000)	1,500,000 credits
44-47	Electrobinoculars (800)	800,000 credits
48-52	Fusion lanterns (400)	10,000 credits
53-57	Glow rods (800)	8,000 credits
58-62	Holoprojectors, personal (5,000)	5,000,000 credits
63-67	Holorecorders (800)	2,400,000 credits
68-72	Macrobinoculars (1,000)	600,000 credits
73-92	Power packs/energy cells (5,000)	100,000 credits
93-97	Recording rods (800)	400,000 credits
98-00	Sensor packs (80)	120,000 credits

TABLE 2-D: PARTS

D20	Type of Parts	Value per Metric Ton
1-8	Computer parts	1,000 credits
9-14	Droid parts	2,000 credits
15-18	Vehicle parts	3,000 credits
19-20	Starship parts	4,000 credits

TABLE 2-E: CHEMICALS

D20	Type of Chemical	Value per Metric Ton
1-10	Inert chemicals	1,000 credits
11-12	Flammable liquids	1,500 credits
13-14	Corrosive substances	1,600 credits
15-17	Lubricants	1,200 credits
18-19	Adhesives	1,100 credits
20	Controlled substances	25,000 credits

TABLE 2-F: CREATURES

D20	Type of Creature	Value per Metric Ton
1	Acklay (1)	12,000 credits
2-5	Bantha (requires 2 metric tons of storage)	2,000 credits (4,000 total)
6-8	Dewback (1)	1,500 credits
9	Gundark (1)	2,500 credits
10	Massifs (2)	1,800 credits
11	Nexu (1)	4,000 credits
12	Rancor (requires 4 metric tons of storage)	4,000 credits (16,000 total)
13-14	Reek (requires 2 metric tons of storage)	2,200 credits (4,400 total)
15	Tauntaun (1)	1,200 credits
16-20	GM's choice	varies

TABLE 2-G: DROIDS

D20	Type of Droid	Value per Metric Ton
1-10	Labor droids (4)	4,800 credits
11-12	Protocol droids (4)	12,000 credits
13-14	Power droids (2)	12,500 credits
15-16	Medical droids (3)	12,900 credits
17-19	Astromech droids (3)	13,500 credits
20	Battle droids (8)	14,400 credits



TABLE 2-H: ARMOR

D20	Type of Armor	Value per Metric Ton
1-12	Light armor (80 suits)	80,000 credits
13-17	Medium armor (30 suits)	120,000 credits
18	Heavy armor (20 suits)	220,000 credits
19-20	Powered armor (10 suits)	100,000 credits

TABLE 2-I: WEAPONS

D20	Type of Weapon	Value per Metric Ton
1-3	Knives (800)	20,000 credits
4-6	Combat gloves (800 pairs)	160,000 credits
7-8	Stun batons (400)	200,000 credits
9-10	Vibrodaggers (800)	160,000 credits
11	Vibroblades (400)	100,000 credits
12	Vibro-axes (300)	150,000 credits
13-15	Hold-out blasters (1,500)	450,000 credits
16-17	Blaster pistols (400)	200,000 credits
18	Blaster rifles (150)	150,000 credits
19	Heavy blasters (400)	300,000 credits
20	Stun grenades (1,500)	900,000 credits

TABLE 2-J: VEHICLES

D10	Type of Vehicle	Value per Metric Ton
1-5	Landspeeder (requires 5 metric tons of storage)	2,100 credits (10,500 total)
6-8	Speeder bike (1)	6,000 credits
9	Air speeder/swoop (requires 4 metric tons of storage)	3,000 credits (12,000 total)
10	Cargo skiff (requires 4 metric tons of storage)	2,000 credits (8,000 total)

TABLE 2-K: STARSHIPS

D6	Type of Starship	Value per Metric Ton
1	Escape pod (requires 2 metric tons of storage)	10,000 credits (20,000 total)
2-5	Starfighter (requires 10 metric tons of storage)	10,000 credits (100,000 total)
6	Space transport (requires 100 metric tons of storage)	1,000 credits (100,000 total)

Supply and Demand

The *Star Wars* commodities market consists of a very simple principle: Buy goods where they are cheap, then sell them where they're considered valuable. The difference between the two prices is all profit. This is a simplification, of course. There are other factors to consider, such as availability of commodities, how long it takes to get to the point of sale, and so on.

These factors break down into six concepts: Availability, Supply, Price, Demand, and Travel Time, with Operating Costs being a separate but associated issue.

Availability

Availability refers to how much of a given commodity is available for the buyer to purchase. When buying from other traders, the GM can decide just how much of the cargo capacity of the seller's ship is taken up by lots of the commodity. The simplest way to do this is to roll a D20 and multiply the result by 5 to arrive at the percentage of the trader's cargo capacity taken up by the commodity—and therefore, how many tons he has to sell.

But when the buyer is dealing with communities, which may be as small as a farmhouse or as large as an entire planet, the GM needs to know how much merchandise is on hand. Obviously, even if a small village on Ord Mantell has some livestock to sell (at 1,500 credits per ton of cargo capacity), they're not going to have produced enough to provide the buyer with enough to fill the cargo hold of a YT-1300 freighter (which has 100 tons' worth of cargo capacity).

Assume that every community has saleable commodities on hand equal to twice the community's credit limit, as given on Table 12-17: Random Community Generator, in the core rulebook. Thus, the village in the example above would be able to sell the buyer 10,000 credits' worth of livestock, or (at 1,500 credits per ton), six tons of livestock.

The type of commodity available in a particular community is up to the GM. But as a rule of thumb, the value per metric ton figure for any given commodity cannot exceed this "double the credit limit" figure. Thus, the example village could sell the buyer a ton of assorted medical supplies, 400 fusion lanterns, or even a ton of semiprecious ores or gems, but they're not rich enough to have four protocol droids to sell. The GM can always rule that a community could sell a fractional lot (say, only three protocol droids), but this should not be the norm.

Supply

While availability determines how much of the commodity is on hand, supply determines how precious it is to the seller. For example, if the village has only those six tons of livestock, and selling them means they'll have none for their own use, they aren't likely to want to sell all six tons—at least, not at the market price. If they can be convinced to sell, the village will ask a higher price than the standard 1,500 credits per metric ton.

Supply is a factor determined by the GM. If supply is low, the price goes up, and if supply is high, the price goes down. The GM can use the following table as a guideline, and a column is included in case the GM wishes to determine the supply randomly.

TABLE 3: COMMODITY SUPPLY

D20	Supply	Value Modifier
1	Critically low	+30%
2-3	Very low	+20%
4-6	Low	+10%
7-10	Average	—
11-14	Above average	-5%
15-17	High	-10%
18-19	Very high	-15%
20	Surplus	-20%

The adjusted base price is equal to the value per metric ton, plus or minus the supply modifier. (Note that you do not recalculate the availability after determining the adjusted base price.) For example, if the supply of livestock in the village were "low" (+10%), the adjusted base price would be 1,650 credits per metric ton of livestock.

Price

Once the GM has determined the adjusted base price of the commodity, it's time to set the final price. The buying and selling parties can make an opposed Diplomacy check to negotiate with one another, subtracting 5% of the adjusted base price for every 5 points by which the buyer's Diplomacy check beats the seller's. If the GM needs to quickly generate a Diplomacy skill modifier for a community, the following chart assumes that the highest-level diplomat in the community has a Charisma modifier of +2, and has the maximum possible ranks in Diplomacy (3 plus his level, adjusted by the community modifier).

Community Size	Negotiator's Diplomacy Score
Thorp	1d4+2
Hamlet	1d4+3
Village	1d4+4
Small town	1d4+5
Large town	1d4+8
Small city	1d4+11
Large city	1d4+14
Metropolis	1d4+17
Megalopolis	1d4+20

If one of the parties is another trader (rather than the negotiator for a community), but the GM doesn't have the trader's statistics, the GM can randomly determine the crew quality to arrive at the trader's Diplomacy score:

D20	Crew Quality	Negotiator's Diplomacy Score
1-3	Untrained	-4
4-11	Normal	+2
12-16	Skilled	+4
17-19	Expert	+8
20	Ace	+12

After determining this number, modify it by the size of the negotiator's ship. (Remember, this is the negotiator's main operating ship—not necessarily the ship that the negotiator arrives in!)

Ship Size	Base Skill Modifier
Colossal	+8
Gargantuan	+6
Huge	+5
Large	+4
Medium	+3
Small	+2
Tiny	+1
Diminutive/Fine	+1

Travel Time

Once all the prices have been agreed upon, and the buyer has the merchandise safely stored, the next step is finding someone to sell it to. If a group of heroes have purchased some merchandise without a clear buyer in mind, they'll have to shop around to find the best market they can get. The rules for determining demand, below, tell the heroes where they

should take their cargo to get the best price. All the group needs to know at that point is how far away the buyer is.

The heroes could simply travel from place to place, checking prices as they go, in which case the GM can use Table 4: Commodity Demand to randomly determine just how much the heroes can expect to charge for their cargo. But smart traders check out the market before they lift off by making a DC 15 Gather Information check. This use of Gather Information does not require the customary "passing out credits and buying drinks" cost, though it does take the same amount of time.

With a successful Gather Information check, the heroes can locate a buyer willing to pay the base cost of the commodity, about four days' worth of hyperspace travel away (assuming a x1 hyperdrive multiplier). The heroes can adjust the price and distance in two ways. First, for every five points by which the heroes' Gather Information check exceeded the DC, they can reduce the travel time by one day. Second, for every additional day the heroes are willing to add onto their travel time, they can increase the demand by one step (from "average" to "above average," for example). By combining these factors, the heroes can decide just how far they are willing to travel to get a better price.

Example: Deel Surool has a cargo of droid parts, for which he paid the base price of 2,000 credits per ton. He rolls a 26 on his Gather Information check, which exceeds the DC of 15 by 10; he can find a buyer willing to pay the average price only two days' travel away. The buyer is willing to pay Deel what Deel paid for the droid parts: 2,000 credits.

But Deel Surool wants to make a profit, so he decides to travel two days further on to find a buyer in a area where the demand is higher, and the buyer is willing to pay more. Each extra day bumps the demand up by one step, from "average" to "high", or +20% of the base price. Thus, by traveling for four days instead of two, Deel can get 2,400 credits per ton of droid parts—a profit of 40 credits per ton.

Demand

As with supply, the availability of the commodity affects the selling price. The difference is that the better the local supply, the *less* interested the locals are in buying. So, if the buyer bring six tons of livestock to a world that's well provisioned with herd animals, the base price (1,500 credits per ton) is modified *downward*—obviously, not a great idea.

Demand, like supply, is a factor determined by the GM. If demand is low, the price drops, and if demand is high, the price goes up. The GM can use the following table as a guideline, and a column is included in case the GM wishes to determine the demand randomly.

So, for example, if demand for livestock is "low" at the selling point, the buyer—now the seller—can expect to get only 1,350 credits per ton. They're better off trying someplace else, where demand is "high" or "very high," and they can get 1,800 credits or even 1,950 credits per ton. (Remember, the supply at the point of origin dictated that they had to pay 1,650 credits per ton, so if demand at the selling point is only "above average," the seller makes no profit—unless he negotiated particularly well when he bought the merchandise in the first place.)



TABLE 4: COMMODITY DEMAND

D20	Demand	Value Modifier
1	No interest	-20%
2-3	Very low	-15%
4-6	Low	-10%
7-10	Below average	-5%
11-14	Average	—
15-17	Above average	+10%
18-19	High	+20%
20	Very high	+30%

Once the GM has the adjusted base price, the sellers can begin negotiating with the buyers—exactly the same process described under Price, above. The difference is that, this time, the sellers want to beat the buyer's Diplomacy check so that they can adjust the final price *up*, not down.

Communities generally prefer to trade commodities of their own, rather than credits, mainly because they have twice as much a credit limit in terms of commodities. (See Availability.) If the seller insists on payment in credits, though (or the community has no commodities to offer), remember that the maximum amount of credits that the community can spend to buy commodities is based on the size of the community.

Saturating the Market: Demand may drop in a community precisely because sellers are supplying the community with all it needs. The GM can determine whether or not the market has become saturated by rolling again on Table 4: Commodity Demand, for a community to which the seller has previously sold the same commodity, adding the community modifier from Table 12–19 in the core rulebook. If the result is equal to or less than the community's previous demand for the commodity, they still need more. If the result is higher, the market for that commodity has dried up in that location.

Shipping

Heroes with a ship but no money to buy cargo can still make a living in the shipping business, transporting cargo for people who have money but not enough ships. The standard rate for shipping is 10 credits per ton per day, so a YT-1300, with 100 tons of cargo capacity, could net the heroes 1,000 credits a day, assuming a full load. (Note that the kind of cargo doesn't enter into the equation, though the customer may be willing to pay more for a particularly valuable cargo, to encourage the heroes to protect it more carefully—or not to simply steal it themselves!) Payment for shipping is nearly always on delivery, further encouraging the ship's crew not to dawdle.

Shipping is a much less complicated endeavor than buying and selling commodities. The important factors are Cargo Size, Travel Time, and Cargo Priority.

Cargo Size

The size of a potential cargo depends on the size of the point of departure, much like the availability of commodities hinges on the wealth of communities. Obviously, a small town isn't going to have anywhere near as much cargo to ship as a metropolis. The GM can use the table below to determine just how much shipping a given community needs in a given time period (generally about a

month). If the community or merchant has more that needs shipping than the heroes have cargo capacity to transport, they can continue to return until such time as all the cargo has been shipped.

Note that, in this case, the "community" can include individual merchants, who may simply not have enough room on their own ships to transport all the cargo they have to sell.

TABLE 5: CARGO AVAILABILITY

Community Size	Cargo Size (in Metric Tons)
Thorp	1d6
Hamlet	2d6
Village	2d10
Small town	5d10
Large town	5d10x2
Small city	5d10x5
Large city	5d10x10
Metropolis	5d10x20
Megalopolis	5d10x30

Merchant's Ship Size	Cargo Size (in Metric Tons)
Colossal	1d4
Gargantuan	1d6
Huge	2d4
Large	2d6
Medium	2d8
Small	2d10
Tiny	3d10
Diminutive/Fine	5d10

Travel Time

Unlike with transporting merchandise that they own themselves, heroes *want* lengthy shipping times on cargo, for two reasons. First, and most obviously, each additional day of travel time is another 10 credits per ton. But second, if the heroes don't have a full cargo hold, they can pick up more cargo en route to their final destination and deliver it to drop points on the way. (See Picking Up Additional Cargo, below.)

The GM can determine the delivery time, in days of hyperspace travel, by rolling 1d8 and subtracting 1, with results of zero indicating half a day of travel. It is important to note that this estimate of delivery time is not calculated by how fast the *heroes'* ship can travel, but how fast a reasonably swift ship can travel—that is, a ship with a x1 hyperdrive multiplier. If the heroes have a ship that travels through hyperspace more slowly than that, *that's their problem*: the standard rate for shipping is based on a x1 hyperdrive multiplier. (Of course, if the heroes can make the delivery in less time, they still get paid the full rate—and they can use the extra time to make more deliveries.)

Travel time includes loading and unloading time (each calculated at one day, regardless of how long it actually takes), but does not include time that the cargo sits aboard the ship while the heroes look for more business to fill up all of their cargo capacity. Some customers might even charge the heroes for not beginning the delivery immediately (see Cargo Priority, below, for more information).

Picking Up Additional Cargo: A ship carrying cargo for someone else always has the option of picking up another cargo (provided they have the space for it), but the important question is: Does it slow down the delivery of the

original cargo? The simple resolution is for the GM to roll another 1d8-1, as normal, to determine the delivery time of the additional cargo. If this result is equal to or less than the time remaining on the current delivery minus two days (for loading and unloading), the heroes can safely deliver the new cargo without losing time on their original delivery.

Cargo Priority

Sometimes, a customer's needs don't fall into the x1 hyperdrive standard. In most cases, this means that the cargo isn't so critical that it can't afford to wait a little longer for delivery—if the price for shipping is lower than normal. In a few cases, the customer needs the cargo delivered faster than normal and is willing to pay extra, if the delivery date is guaranteed (meaning that the transporting ship has a hyperdrive modifier of less than x1). And, of course, the industry standard is that missing the delivery date is grounds for at least a partial refund.

If there is a question as to what type of shipping the heroes' customer wants, the GM can roll a D20: 1-8, low-priority; 9-17, standard priority; 18-20, high-priority.

Low-Priority Shipping: The low-priority shipping option means that the customer is willing to wait twice as long as the standard expected delivery time before asking for a refund. The price for low-priority shipping is only 6 credits per ton per day, however.

High-Priority Shipping: This option means that the customer pays more for a faster delivery. The price for high-priority shipping is 15 credits per ton per day for delivery in only three-quarters the standard time (which can be accomplished with a x.75 hyperdrive), or 25 credits per ton per day for delivery in only half the standard time (which can be accomplished with a x.5 hyperdrive).

Overdue Shipments: In the event that a shipment is late, the customer can legally ask for a 10% discount off the total delivery charge for each day by which the shipment missed its delivery date. When the discount reaches 100%, the ship's crew are effectively delivering the cargo for free, and if the discount exceeds 100%, they can actually be charged with piracy! (Most reasonable customers merely accept the free shipping and make a mental note not to do business with that particular crew anymore.) With the potentially serious repercussions of failing to deliver, it's small wonder that crews occasionally dump overdue cargo and claim they were raided by pirates.

Operating Costs

Unfortunately, buying, selling, and shipping aren't "free money." In addition to maintenance costs for the ship or ships hauling the cargo from place to place (see Section Nine: Vehicles and Starships), traders must pay for various permits and licenses that allow them to conduct their business unmolested by customs agents. Heroes can certainly forego these permits, but doing so means that they are, by the legal definition, smugglers, and thus they run the risk of losing their cargo, their ships, and their freedom should they be caught.

The legal alternative to "let's just not get caught" is an annual fee that incorporates the cost of all of the assorted documents the trader needs to do business. This particular cost is calculated by the size of the trader's ship, and in the

case of fleets of ships, the fee must be paid for each ship. This fee is not negotiable (so no reduction of the fee via the Diplomacy skill), but a noble could certainly make a favor check (DC 15, adjusted by the ship's size modifier) to obtain a license for half the usual price.

Ship Size	Annual License Fee
Colossal	5,000 credits
Gargantuan	2,500 credits
Huge	1,000 credits
Large	500 credits
Medium	250 credits
Small	100 credits
Tiny	80 credits
Diminutive/Fine	50 credits

The Shadow Wing

One of the oldest and most profitable professions in the history of the galaxy is piracy. Even in the days of the benevolent Old Republic, piracy was a constant presence across the space lanes. Some intrepid spacefarers would rather hijack a ship than procure goods legally. In addition to simple theft, pirates frequently engage in mercenary work as well as fringe wars between rival gangs. Among the most notorious and dangerous pirate gangs is the Shadow Wing, which is known to operate along the Perlemian Trade Route as well as other frequently traveled hyperspace routes.

A Tiss'shar pirate named Abin-Ral-Xufush commands the Shadow Wing. This cruel but intelligent marauder harbors a strong anti-Human sentiment. Fortunately, his prejudice only encompasses those outside of his organization, as all Shadow Wing members are treated fairly regardless of their species or world of origin. Abin-Ral-Xufush is a ruthless and efficient leader who has brought great success and wealth to the members of his organization, and thanks to his keen mind and tactical ability, he has increased the size of his fleet from just a few raiding ships to a combat-capable starfleet. Originally a trader, Abin-Ral-Xufush transformed his knowledge of trade routes into a successful piracy operation in a matter of months.

The Shadow Wing is unique in many of its methods, chief among those being the way loot and plunder is handled. After a successful raid, captured goods are divided up among all members of the crew according to rank and priority. However, while most pirate groups sell their plunder on the black market in exchange for raw credits, members of the Shadow Wing actually keep their plunder and use it themselves. It is from its raids that the Shadow Wing gets its food supply, spare parts, weapons, droids, and even new recruits. Whenever the Shadow Wing captures a slave ship, the slaves on board are brought on as new recruits, able to rise in rank and station just as any other recruit would. As for the slavers themselves, they are never heard from again.

The Shadow Wing also assembles its pirate fleet almost completely from stolen ships. Whenever a raid is completed, any combat-worthy starship is immediately added to the active fleet, while those too heavily damaged either go to repair bays or are scrapped for parts. Consisting mostly of corvette-sized ships and a few capital warships, the Shadow Wing fleet may not be strong enough to take on a force like



the Empire, but it packs enough firepower to overwhelm most local and sector defense fleets.

In addition to its larger ships, the Shadow Wing boasts several squadrons of starfighters, mostly consisting of cobbled-together “uglies” and second-hand military starships.

The Shadow Wing rarely, if ever, leaves a ship it has attacked in the hands of its original owner. Moreover, the Shadow Wing employs a number of shipjackers and infiltration experts who occasionally go on procurement runs when a ship is needed quickly.

The Shadow Wing targets standard pirate prey (such as convoys, freighters, and luxury liners) but also has been known to terrorize entire planets or systems. Usually, the organization strikes worlds predominantly Human-controlled (reflecting Abin-Ral-Xufush’s distaste for Humans) and those that rely on external forces for protection. While the Shadow Wing does not completely wipe out its targets—there is no point eradicating a planet that can be plundered again later—it does make a large portion of its gains in planetary raids. It is a testament to the size and skill of the Shadow Wing fleet that it can subjugate entire worlds with an organization of only a few thousand beings.

Abin-Ral-Xufush runs a tight ship and does not tolerate insubordination or betrayal. Despite his ruthlessness in dealing with those who threaten him and his organization, the pirate crews aboard Shadow Wing ships exhibit strong loyalty to him and deep respect for his leadership abilities.

The Shadow Wing is composed of roughly 2,000 pirates at any given time, most of them starship crewmembers and raiders. Though the pirates do not undergo any formal training, many of them come from military (or at least martial) backgrounds. Any further lessons must be learned through direct experience in the field.

Shadow Wing Sympathy

The Shadow Wing spends the majority of its time raiding targets of significant value: potential starship additions to their fleet, foodstuffs and other consumables, rare and valuable cargoes, and similar items. Thus, anyone with access to information about such targets could quickly find himself in the good graces of Shadow Wing pirates by simple passing on hyperspace route coordinates, security codes, or just the time and place that a certain cargo is set to be delivered. Starship repair bays sympathetic to the Shadow Wing frequently offer a discounted rate on labor and parts, and in exchange receive not only immunity from Shadow Wing attacks but also access to any difficult-to-procure starship parts. Many other businesses have arrangements with the Shadow Wing that are mutually beneficial—arrangements that have thus far allowed the Shadow Wing to grow into a formidable force and eliminated the competition of many allied businesses.

Being in the good graces of the Shadow Wing can mean more than safety and profit, however. Abin-Ral-Xufush does not appreciate it when others threaten or harm his “business associates,” and the Shadow Wing has been known to lean on other local criminal organizations that attempt to strong-arm its allies. In fact, a common tale in the cantinas of worlds that have been subjected to the might of the Shadow Wing tells of an up-and-coming Hutt crime lord, still young and impetuous by Hutt standards, who was driven off by the Shadow Wing.

The Hutt was sent back to Nal Hutta with his organization a shambles, shamed in the eyes of his relatives.

The authenticity of such stories is suspect; however, the Shadow Wing’s reputation for driving off competitors and protecting its allies is well earned. Those associated with the Shadow Wing are frequently able to use that affiliation to keep their homes safe from rival criminal organizations, an especially valuable ability considering the amount of influence organizations such as the Hutts and the Black Sun have over large portions of space.

Joining

Abin-Ral-Xufush rarely accepts crew members into his organization without first evaluating both their trustworthiness and their value to the organization. Typically, a few small and insignificant assignments are given to those who wish to join or be affiliated with the Shadow Wing. After the character has proven himself capable of handling these tasks, more difficult ones are assigned until Abin-Ral-Xufush is satisfied that the applicant is worthy of membership in his organization. Abin-Ral-Xufush tolerates no mutiny, and any attempts to gain his trust and then betray him later are met with a brutal and lethal reaction.

Beings typically associated with the Shadow Wing have no qualms about living on the fringe of galactic society and outside the rule of law. A good candidate for joining the Shadow Wing pirates will have some valuable skills to bring to the organization, such as prowess with a starfighter or experience with spying and intelligence operations. Additionally, beings skilled at intimidation and leadership often find themselves rising in rank within the Shadow Wing organization.

Joining the Shadow Wing pirates is like entering into any other brotherhood of criminals. Each member is expected to pull his or her weight in the operation, and to get your fair share of plunder, you must be willing to perform some of the dirty work. Shadow Wing pirates look out for one another as members of such a small organization must, and any attempts to harm or come between members of the group can be quite painful. The Shadow Wing offers its members a place to belong, a share of plunder, and a life without the rules and regulations imposed on most citizens of the galaxy. Shadow Wing pirates range from the charismatic leaders seen in holovids to ruthless mercenaries more commonly associated with outlaw groups.

Leaving the Shadow Wing

The Shadow Wing pirates do not prevent any member from leaving, provided he or she remains trustworthy even after departing. A pirate’s life is dangerous and fast-paced, so it comes as no surprise that a being might eventually want to retire to a more quiet life and even go into legitimate business, something not unheard of for ex-pirates, smugglers, and outlaws. Though departing the Shadow Wing means leaving the blanket of its protection, the pirates generally remain on good terms with retired crewmates.

Leaving on good terms usually means simply retiring from the business of piracy and becoming a private citizen once again. Some former members branch out to

form organizations of their own; while this does not make one an enemy of the organization, Abin-Ral-Xufush typically views such splinter groups as rivals, if not enemies, and treats them like any other organization should their paths cross.

Leaving the Shadow Wing results in a loss of 1 point of Shadow Wing Sympathy.

Faction Feats

The following feat is associated with the Shadow Wing faction.

Nest Egg

Through acts of piracy, you have secured a secret and sizable cache of credits, which you've stored in an undisclosed but easily accessible location.

Prerequisite: Shadow Wing Sympathy +3.

Benefit: You have instant access to 10,000 credits, which you may spend in the manner you deem fit. You cannot access these funds while incarcerated, stranded somewhere without computer access, or otherwise separated from your "nest egg" (as decided by the GM).

Special: You must have joined the Shadow Wing pirates to take this feat, but you do not lose its benefits if you later leave the Shadow Wing.

You may select this feat multiple times. Each time to select this feat, you gain 10,000 credits.

Shadow Wing Captain Prestige Class

Among the Shadow Wing, there are leaders so experienced and seasoned that operations underneath their leadership go significantly smoother than others. Abin-Ral-Xufush promotes these natural leaders with a special knack for piracy to the rank of captain, giving them control over several ships and crewmen for their own personal use. Shadow Wing captains are formidable opponents due to their talents and leadership skills, and having one in a boarding party is a sure path to quick and decisive success. Shadow Wing captains are tactically minded and charismatic enough to earn the trust and respect of those they command.

Requirements

To qualify to become a Shadow Wing captain, a character must fulfill the following criteria:

Base Attack Bonus: +6.

Skills: Diplomacy 8 ranks, Gather Information 6 ranks, Intimidate 8 ranks.

Reputation: +5.

Special: The character must have joined the Shadow Wing organization and been designated worthy of the rank of captain by the leadership of the group.

Game Rule Information

Vitality: A Shadow Wing captain gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Shadow Wing captain's class skills (and the key ability for each skill) are Appraise (Int), Astrogate (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), (Wis), Pilot (Dex), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), and Spot (Wis).

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (politics) and Knowledge (tactics).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Shadow Wing captain prestige class.

Starting Feats

The Shadow Wing captain gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (simple weapons)

Weapon Group Proficiency (vibro weapons)

Teamwork

Whenever a Shadow Wing captain works with another member of his organization, he acts more quickly and efficiently than when working with outsiders. When cooperating on a skill check with another member of his organization, the Shadow Wing captain gives a +3 circumstance bonus on aid another checks instead of the normal +2. (See Cooperation in Chapter Four of the *Star Wars Roleplaying Game*.) When flanking a defender with another member of the Shadow Wing organization, the bonus on attacks for flanking is +3 instead of the normal +2.

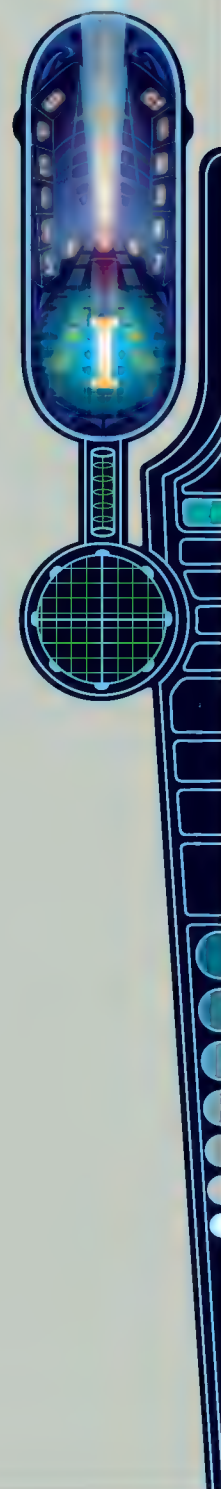
Disabling Shot

Shadow Wing captains are exceptionally good at targeting specific ship systems and disabling their prey before moving in with a boarding party.

Whenever the Shadow Wing captain or a gunner aboard his ship deals damage to an enemy vessel that reduces the target to fewer than half its total hull points, instead of rolling 1d20 on Table 11–9: Battle Damage in Chapter Eleven of the *Star Wars Roleplaying Game*, he may instead choose the die result (any number between 1 and 20). For example, if the Shadow Wing captain's ship deals 32 points of damage, the Shadow Wing captain or gunner can choose to add 15 to that number (instead of rolling 1d20) for a result of 47, thereby disabling the target's ion engines.

Recruits

Beginning at 3rd level, the Shadow Wing captain can attract more talented and numerous recruits than other leaders. The Shadow Wing captain can add his class level to any Reputation checks made to attract followers (see Followers in Chapter Six of the *Star Wars Roleplaying Game* for more information).



Boarding Party

Shadow Wing captains excel at commanding others in ship-board raids. Starting at 4th level, once per day, the Shadow Wing captain may grant a +1 bonus on attacks to a number of allies equal to his Charisma modifier. This bonus only applies when aboard a starship, and only to allies within 30

feet. The Shadow Wing captain himself does not gain the benefits of this ability, which lasts for 5 rounds.

Cooperative Mark

Starting at 5th level, the Shadow Wing captain may add his Shadow Wing Sympathy bonus on all Intimidate checks.

Table 6: The Shadow Wing Captain

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+1	Teamwork	+2	+0
2nd	+1	+2	+3	+2	Disabling shot	+3	+1
3rd	+2	+2	+3	+2	Recruits	+3	+1
4th	+3	+2	+4	+2	Boarding party	+4	+2
5th	+3	+3	+4	+3	Cooperative mark	+4	+2

About the Authors

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0010

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Hero's Guide Web Enhancement

Lightsaber Forms and the Fallanassi

By Rodney Thompson and JD Wiker



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Variant Lightsaber Forms

Though the seven lightsaber forms discussed in the *Hero's Guide* are the most commonly accepted fighting styles, a few other styles exist that are considered fringe and are not formally recognized as full-fledged forms.

Sokan is a style that focuses on mobility and evasion as a part of lightsaber dueling. Originating during the great wars with the Sith Empire, the style often led to lightsaber duels that spanned large amounts of terrain as they ran their course. In the time just before the Clone Wars, Sokan warriors integrated many elements of Master Yoda's highly kinetic use of Form IV into their own ancient techniques to create a blend of styles that relies on mobility and agility. The style encompasses everything from quick, darting movements to smooth tumbles and strikes that arc toward the vital areas of an opponent's body.

The variant form known as Shien is a rarely seen style that, while effective, is almost a topic of controversy among lightsaber masters due to the drastically different grip taught by practitioners of the form. The style calls for the Jedi to hold the lightsaber horizontally with the tip of the blade out away from the body, and all strikes are made by sweeping the arm forward as though throwing a punch while whipping the blade forward quickly in a broad arc. Adi Gallia was one of the few Jedi around the time of the Clone Wars known to actively practice the form, as was the Anzati Jedi called Nikkos Tyrus.

Another uncommon form called Niman is a style often taught in the Jedi Order but rarely mastered by more than a few Jedi each generation. Niman teaches the use of two lightsabers simultaneously, which can be used as a pair of offensive weapons, or as an offensive weapon and a parrying blade. Many Jedi study the basics of Niman, and such rudimentary training has often been the edge needed to prevail over a foe.

Sokan Mastery (Force Feat)

You are skilled in Sokan lightsaber combat, using your mobility and agility to penetrate an enemy's defenses.

Prerequisites: Base attack bonus +8, Dodge, Exotic Weapon Proficiency (lightsaber), Mobility, Spring Attack.

Benefit: When wielding a lightsaber you may move through, within, or away from a threatened area without drawing an attack of opportunity a number of times as determined by the following table:

Jedi Level	Times Per Day
1st–5th	1
6th–10th	2
11th–15th	3
16th–20th	4

Shien Mastery (Force Feat)

You are skilled in Shien lightsaber combat and practice an unorthodox method of holding the lightsaber to perform long, sweeping strikes to take down several enemies at a time.

Prerequisites: Base attack bonus +8, Cleave, Exotic Weapon Proficiency (lightsaber), Great Cleave, Power Attack.

Benefit: You may make a single extra Attack of Opportunity each round when wielding a lightsaber.

Special: When using the Cleave or Great Cleave feats with a lightsaber, you may take a 2-meter step between each attack a number of times equal to your Dexterity bonus.

Niman Mastery (Force Feat)

You are skilled in Niman lightsaber combat and can wield two lightsabers simultaneously with great speed and deadliness.

Prerequisites: Base attack bonus +8, Ambidexterity, Exotic Weapon Proficiency (lightsaber), Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: When fighting with two lightsabers, the off-hand lightsaber is always considered a light weapon for the purposes of determining the penalty for fighting with two weapons.

Special: A character with this feat using the Off-Hand Parry feat with a lightsaber gains an additional +1 bonus to Defense.

Fallanassi

The Fallanassi tradition is unusual in that its members do not even acknowledge the existence of the Force as it is thought of by the majority of the galaxy. Instead, they believe in what they call the White Current.

The White Current is assumed by non-Fallanassi to be simply another way of looking at the Force, as it exhibits many of the same qualities. The Fallanassi, however, believe that it has profoundly different properties. The Fallanassi don't even believe in channeling energy the way other traditions tap into the Force, but rather "immerse" themselves in the White Current using passive techniques. The concept of "using" the Force is almost completely foreign to them, just as their analogy that dipping into the White Current is like a swimmer diving into a rushing river is incomprehensible to a Jedi.

According to all that's known about the Fallanassi, the tradition is very old, possibly older than the Republic itself. However, unlike other Force traditions that attempt to recruit new members to their organization, the Fallanassi have dedicated themselves almost completely to hiding their existence from the galaxy at large. As such, no records of their existence were even written until Luke Skywalker encountered them many years after the fall of the Empire.

Secrecy being one of their main concerns, the Fallanassi rarely if ever take part in large-scale events that could possibly uncover their existence. They avoid major events at all costs and are as likely to turn their backs on any conflict to protect their own interests as they are to flee with everything they own.

The Fallanassi are primarily Human, though non-Humans have occasionally been brought into the fold. Their communities are small and scattered, and out of necessity the entire group is mobile. They could almost be considered a nomadic people, except for the fact that their movement is not based on the expenditure of resources, but rather on the preservation of their own secrecy.

The Fallanassi constantly keep watch for anyone or anything that might threaten their privacy. Their efforts were successful until, out of necessity, they were forced to contact Luke Skywalker. Graciously, Master Skywalker recorded minimal information about the Fallanassi in his report back to the New Republic and, aside from their sheer existence, revealed almost nothing about their ways or powers.

Fallanassi Philosophy

To the Fallanassi, the Force is a flowing river rather than an energy field. They believe they must immerse themselves in this river rather than attempt to use the Force like a tool, and this means of accessing the White Current has affected every aspect of their lifestyle and philosophy.

Above all, the Fallanassi treasure their privacy and take great measures to preserve it. They believe in keeping to themselves and allowing the galaxy to move around them without ever being moved themselves. They are pacifistic and almost never raise a hand, much less use the Force, against another being. The Fallanassi have a reactive, rather than proactive, outlook on the universe and are content to go about their daily lives in isolated communities while the galaxy changes and progresses around them.

Force Tradition

Nearly every member of a Fallanassi community is Force-sensitive, and the knowledge and training associated with the White Current is passed down from parent to child. The tradition as a whole has no goals other than remaining hidden and continuing its own line. This leads some to believe that the Fallanassi are simply isolationists who use their knowledge of the White Current as a means to that end.

While this is somewhat true, the Fallanassi would argue that their philosophy is the result of seeing the turmoil brought into the galaxy by those who use the Force for their own personal gain. While the Fallanassi do little beyond teaching their own children and moving from place to place, they have been known to send a single representative out into the galaxy at large to discern any threats to their existence and report back if the need to change location once again arises.

Training

Since immersing oneself in the White Current is a very passive process, most early years of the Fallanassi training revolves around letting go of one's inhibitions and preconceptions and learning to surrender oneself to the White Current. Letting the flow of the White Current envelop oneself is a difficult concept for many to grasp. As dangerous as the galaxy is, most beings are raised to believe that if you do not have control over your own destiny, you will be swept up in the destinies of others.

After immersion in the White Current can be achieved with relative ease, students of the Fallanassi learn to use the myriad techniques available to them in the protection and concealment of the community. However, the training of a Fallanassi is almost never complete, as the ebb and flow of



the White Current frequently takes one who has immersed herself down paths of new knowledge and understanding.

Force Powers

The most useful ability displayed by the Fallanassi is their talent for complete immersion in the White Current. This not only conceals them in the Force from other beings but also hides them from sight as well, making them completely invisible to the naked eye and to electronic sensors.

Fallanassi can create incredibly advanced illusions. The White Current allows them to make reflections of themselves in the form of “doppelgangers”—illusory duplicates of the Fallanassi who create them. Beyond that, the Fallanassi teach some limited healing talents but abhor the use of the Force to harm other living beings.

Force Tradition Feats

The following feat is associated with the Fallanassi Force tradition.

Doppelganger (Force Feat)

You can create an illusory duplicate of yourself.

Prerequisite: Force-Sensitive, Alter, Control.

Benefit: You can create an advanced illusion (as per the Force skill Illusion) that moves, acts, sounds, and behaves like you. To create the doppelganger, make an Illusion check. The DC is determined as normal.

Unlike a normal illusion, you have a special connection with the doppelganger. You see what your doppelganger sees, you hear what your doppelganger hears, and you can speak through its mouth.

You can pick up an object using the doppelganger; doing so is a free action and requires a successful Move Object check. Also, you may redirect any Sense-based skill checks made against the doppelganger to act as though they were made against you directly. For example, a Telepathy check directed at the doppelganger can be directed toward you instead.

White Current Adept Prestige Class

Among the Fallanassi are those who excel at immersing themselves in the White Current, rising to high status within their communities. These adepts are quite powerful in their own way but use their abilities for the good of their people rather than their own personal gains. Though a few Fallanassi have fallen to the dark side and chosen to use the White Current for selfish reasons, the elders take great precautions in training their offspring while continuing their own education at the same time.

Requirements

To qualify to become a White Current adept, a character must fulfill the following criteria:

Skills: Affect Mind 4 ranks, Force Stealth 8 ranks, Illusion 6 ranks.

Feats: Alter, Control, Force-Sensitive, Sense.

Special: White Current adepts must be raised and trained by the Fallanassi.

Game Rule Information

Vitality: A White Current adept gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The White Current adept's class skills (and the key ability for each skill) are Bluff (Cha), Craft* (Int), Diplomacy (Cha), Disguise (Cha), Hide (Dex), Knowledge* (any) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), and Spot (Wis).

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (tools) and Knowledge (alien cultures).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the White Current adept prestige class.

Starting Feats

The White Current adept gains the following feat:

Weapon Group Proficiency (simple weapons)

Immersion

Starting at 2nd level, a White Current adept may vanish from sight and from Force-based detection as a full-round action. To do so, the White Current adept must succeed at a Hide check, opposed by the Spot checks of those who would normally see her. The White Current Adept gets a bonus to her Hide check equal to her level in this prestige class. The immersion ends if she touches (or is touched by) another living being, makes a noise (or otherwise announces her presence), disturbs an object, or attempts to affect her environment.

Immersion costs 2 vitality points per round.

Read/Write Fallanassi Script

The Fallanassi use a unique form of script for leaving hidden messages that is visible only to Force-users. At 3rd level, the White Current adept may read and write in the secret script of the Fallanassi. By making a See Force check (DC 15) and spending 1 vitality point, the White Current adept may write a short message (50 words or less) on a

TABLE 1: THE WHITE CURRENT ADEPT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feats	+1	+0
2nd	+1	+1	+2	+3	Immersion	+2	+0
3rd	+2	+2	+2	+3	Read/write Fallanassi script	+2	+0
4th	+3	+2	+2	+4	Hidden powers	+2	+0
5th	+3	+3	+3	+4	Immerse another	+3	+0

solid object. Any Force-user making a See Force check (DC 15) can see the message, but only those with this ability can read it.

Hidden Powers

The White Current adept must be able to maintain the secrecy of her community's existence while still delving into the source of her abilities. Once per day, she may use one Force skill while remaining under the effect of Force Stealth. Using the Force skill does not make it impossible to mask connection to the Force, and her use of Force Stealth is unaffected by the use of the Force skill.

Immerse Another

At 5th level, when using the immersion class ability, the White Current adept may apply its effects to one other being in addition to herself. She must be in physical contact with the other being. The vitality point cost of the immersion is doubled.

About the Authors

Rodney Thompson is a freelance writer and developer from Chattanooga, TN. In addition to working on the *Star Wars Roleplaying Game* line, he is a member of the *Spycraft/Shadowforce Archer* Design Team for Alderac Entertainment Group and full-time webmaster of the SWRPGNetwork website. Rodney's work also appears in the pages of *Dungeon/Polyhedron* magazine for both the *Star Wars* and d20 Modern games.

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